

Title: **The World of Dwarvemon - Succession Fortress of Pocketball (ENDED)**  
Post by: **RedMageCole** on **April 22, 2017, 07:26:44 pm**



Picture by Nopal (<http://www.bay12forums.com/smf/index.php?action=profile;u=115079>)!

*Come to Pocketball for the Pokemon; stay for the giant beast in our water supply.*  
*-Zefermcdwarfpants (<http://www.bay12forums.com/smf/index.php?action=profile;u=119110>)*

This is a succession fort; completely vanilla DF... except with one twist; it takes place in the world of Pokemon!

**Pokemon?**

Yes, Pokemon! We'll be using a mod called Dwarvemon, which adds 700 Pokemon into Dwarf Fortress. And it's awesome; you don't want to have a boring maximum of 6 Pokemon on screen at once? Well, that's fine! Have an all-out Pokemon war! See who wins between all of the Mega Evolutions without legendaries! (Note: It's Mega Metagross, I checked.) The possibilities are endless, and thanks to the wonderful mod creator FirePhoenix11, the possibilities even stretch beyond endless!

**Can I have the link to the mod?**

Of course; if you want to play outside of this game, please, I strongly encourage you to try it out!  
(<http://www.bay12forums.com/smf/index.php?topic=162453.0>)

**Are we having other vanilla animals?**

Nope; we are solely using Pokemon in this run. No dogs, only Lillipups. No cats, only Purrloins. No dragons, only Charizard Alolan Exeggutor. No HFS, only... wait, what'll happen when we get to HFS? Nobody knows! We'll have to see for ourselves!  
~~Though because Cole is known for being a major screwup, we do have pre-generated monsters such as megabeasts. Guess HFS will have the same HFS, probably. Wheeps.~~

Because tonight, we venture to ***Pocketball!*** ~~What kind of stupid name is that?~~

If you'd like to participate, simply post that you'd like to be in, and possibly your ideal role in the fort for your dwarf. If you want to have a turn or just be dorfed, let us know as well!

If you ever want to adopt a Pokemon, refer to this document! (<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd0OOK5-pJH3zmvAbB64wF4ro/edit?usp=sharing>)

**Players:**

- 1. RedMageCole (1 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7432512#msg7432512>)) (2 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7432757#msg7432757>)) (3 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7433704#msg7433704>)) (4 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7434959#msg7434959>)) (5 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7436128#msg7436128>))
- 2. FirePhoenix11 (1 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7436591#msg7436591>)) (2 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7437551#msg7437551>)) (3 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7438427#msg7438427>)) (4 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7438742#msg7438742>))
- 3. MCreeper (1 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7452577#msg7452577>)) (2 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7460861#msg7460861>))
- 4. Paddywagon Man (1 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7471241#msg7471241>))
- 5. RedMageCole 2 (1 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7485114#msg7485114>) - Art (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7485593#msg7485593>)) (2 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7486048#msg7486048>) - Art (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7487225#msg7487225>)) (3 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7487858#msg7487858>)) (4 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7488680#msg7488680>) - Art (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7488945#msg7488945>)) (5 (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7499013#msg7499013>) - Art (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7499722#msg7499722>))

*There are many turns past Cole's second turn, but Cole is in the process of colleging and probably will not have time to index them, unless someone else wants to take up that torch. However, it might get done. Maybe. Either way, if you're a first time reader, you don't want the index. The in-between posts are the fun parts. Don't you want to see Nopal's ✨artwork✨? Of course you do.*

**Other Dwarves:**

- 1. Glass
- 2. Nopal
- 3. Beirus
- 4. Lord\_lemonpie
- 5. Shidoni
- 6. Zefermcdwarfpants
- 7. Taupe
- 8. Fluffe9911
- 9. Imic
- 10. DrewLegend

Title: **Re: Welcome to the World of Dwarvemon! - Fortress of Pocketball**  
Post by: **Glass** on **April 22, 2017, 07:54:10 pm**

I'd like to be dorfed as the blacksmith... with a Charmander, because the char line is *awesome*.

Title: **Re: Welcome to the World of Dwarvemon! - Fortress of Pocketball**  
Post by: **RedMageCole** on **April 22, 2017, 08:10:23 pm**

Quote from: Glass on April 22, 2017, 07:54:10 pm  
I'd like to be dorfed as the blacksmith... with a Charmander, because the char line is *awesome*.  
Welcome! Would you like to play, or just be a dorf helping out in the background? :)

Title: **Re: Welcome to the World of Dwarvemon! - Fortress of Pocketball**  
Post by: **Glass** on **April 22, 2017, 08:25:31 pm**

Just a dorf. I don't have DF.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **April 22, 2017, 10:27:37 pm**

Wow, this is nice. I love Pokémon! :D  
  
I have my own fort to deal atm...  
But I'd like to be dorfed as a male military dwarf if it's possible. It would be cool have Miltank as my partner, because that fucking cow and his Rollout move are OP

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 22, 2017, 10:29:14 pm**

I haven't done a succession game before, but I'd love to give it a shot! I'll be the resident Pokemon caretaker (animal related jobs besides hunting) with a Snivy if possible.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 22, 2017, 10:42:49 pm**

Quote from: FirePhoenix11 on April 22, 2017, 10:29:14 pm  
I haven't done a succession game before, but I'd love to give it a shot! I'll be the resident Pokemon caretaker (animal related jobs besides hunting) with a Snivy if possible.  
Hey, it's my first time too! Though I think you deserve to be the expedition leader; technically you are the Pokemon Professor here :) (Just try not to make your mandates too impossible, okay? We can't make Magcargo rugs.)

If we hit 7 dwarves, I'm thinking we can start tomorrow! I'm too excited to not want to not do this.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 23, 2017, 12:47:40 am**

Quote from: RedMageCole on April 22, 2017, 10:42:49 pm  
Hey, it's my first time too! Though I think you deserve to be the expedition leader; technically you are the Pokemon Professor here :) (Just try not to make your mandates too impossible, okay? We can't make Magcargo rugs.)  
That could be my profession name, since I think it makes more sense for the starting player to be the leader.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **April 23, 2017, 09:19:57 am**

Sure, sign me up

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 23, 2017, 11:26:55 am**

Quote from: TheImmortalRyukan on April 23, 2017, 09:19:57 am  
Sure, sign me up  
Any Pokemon you'd like to have accompany you?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 24, 2017, 03:13:21 am**

This looks neat. Would you mind dorfing me as a Mason/Swordsdwarf with a Gible?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Lord\_lemonpie** on **April 24, 2017, 03:43:18 am**

I'd love a turn!  
  
Aldo a dorfing, preferably a ranger with a turtwig

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 07:03:47 am**



That's 7! :)  
We'll be starting at around 5PM EST!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 04:14:10 pm**

Since the dawn of Dwarfkind, everyone got along with animals. Whether as pets, food, servants and tools of war, they were an integral part of the world of Dwarfs.

But we were a different story. We didn't have animals. We had Pokemon.

In the beginning ages of our world, we had noticed an abundance of creatures called Pokemon rather than regular animals. They were virtually the same thing, except much more useful. Though it was damned hard to get the right ones to cram into childcare; if there's one thing dogs had over them, it was that they just kept to the simple scratching and biting rather than just outright setting the dwarven babies on fire. Other than that, they're pretty much kickass. That's why we were sent on an expedition to discover more than the ones we already knew about.

I was put in charge of the expedition; from The Scholarly Rags, I, RedMageCole, and my trusted Bulbasaur who has been at my side for as long as I could remember. Not sure why they chose me; I'm a scholar at heart. I don't really do other things; if it weren't for my astronomy studying, I wouldn't even know what the sun would look like. I guess it was due to my knowledge that I was chosen to go discover new types of Pokemon. Either way, I know I'm making a library before another ruler comes in and neglects to make one.

I found comfort in having the Pokemon Professor FirePhoenix11 and his trusted Snivy join the party; he was the one to discover these things were Pokemon in the first place. I just called them 'fresh meat' before their official name was coined because god damn, it was like Russian Roulette trying to eat those things. For the record; the meat tastes better as they evolve, like Pidgeot meat tasting better than Pidgey. Tastes also could go with types; Water types were a bit soggy, Fire types are kinda spicy, Dragon types had an uncanny ability to get you drunk off your ass, and Poison types... well, rest in peace, Uncle Urist. *Dumbass*.

Oh, and don't taste Tepig meat.

Just don't.

Either way, the tradition of expeditions is a group of 7, so along with me and Phoenix, we also took; Glass, an average blacksmith with their trusty Charmander. Appropriate choice for a blacksmith, I'd say. Nopal, a military dwarf. I told him to leave his *goddamned cow* at home, but we had to take the damn thing with us, otherwise he'd probably throw a fit. Ryukan, a... not really sure what they do, so I'll be giving them the odd jobs, with their... well, I asked what Pokemon they'd be taking; didn't get a response, but hey, more embark points for me, I guess. Hopefully they'll get back to me before we set out. Beirut, a mason who is good with a sword, partnered with their Gible that chewed my shoes up. And Lord Lemonpie, a ranger who owns a Turtwig. Not sure what they're the lord of, but hey.

Why are none of them miners, I asked? We're dwarves for crying out loud; I usually recommend embarking with 5 miners and 2 woodcutters. They don't care; they said to work with it. Well, at least I know I can trust Ryukan to do mining, and I figure Glass won't mind, being a blacksmith and all. Lemonpie can probably also cut trees; they'll be outside all the time anyway. Nopal can join him; I figure Nopal can use an axe.

Our outpost was to be called Pocketball. No, I have no idea why we were calling it that, but I overheard Glass telling Phoenix about a more efficient way of capturing Pokemon without traps, some tiny little ball called a Pokeball that you cram the giant monsters into. Personally, I don't know what kind of stupid idea that is, but I guess we'll keep an open mind, I guess.

Oh, and I have a Pokedex. I know, like... 50 off of the top of my head. And people are theorizing that there are 700 of these things.

And a good handful of them are on par in power with the average megabeast.

Lovely.

[Spoiler](#) (click to show/hide)



I'm a democrat at heart, so while I could just tell everyone to saddle up and go to the scorching hot forest rich with savages as I stay in a comfy, cool cave, I don't think everyone else would want to be so uncomfortable. Look on the bright side; I checked, neighbors do NOT include elves. Either way, I'll listen to opinions on where to embark.

[Spoiler](#) (click to show/hide)

(copper picks [2])	44	No froakie, ♂	51
(copper battle axe)	68	No hunting froakie, ♂	101
(iron anvil)	100	No war froakie, ♂	101
(dwarven rum [40])	2	No frogadier, ♀	76
(dwarven ale [40])	2	No hunting frogadier, ♀	151
(dwarven wine [40])	2	No war frogadier, ♀	151
(plump helmet spawn [39])	1	No frogadier, ♂	76
(prepared quilladin kidney [55])	2	No hunting frogadier, ♂	151
(surskit, ♀ [55])	2	No war frogadier, ♂	151
(pig tail thread [7])	12	No greninja, ♀	101
(pig tail cloth [4])	14	No hunting greninja, ♀	201
(pig tail bags [3])	20	No war greninja, ♀	201
(pig tail ropes [3])	20	No greninja, ♂	101
(cyndaquil leather quivers [3])	10	No hunting greninja, ♂	201
(copper short sword)	28	No war greninja, ♂	201
		No skiddo, ♀	51
		No hunting skiddo, ♀	101
		No war skiddo, ♀	101
		No skiddo, ♂	51
		No hunting skiddo, ♂	101
		No war skiddo, ♂	101
		No furfrou, ♀	51
		No hunting furfrou, ♀	101
		No war furfrou, ♀	101
		No furfrou, ♂	51
		No hunting furfrou, ♂	101
		No war furfrou, ♂	101
		No sylveon, ♀	88
		No hunting sylveon, ♀	176
		No war sylveon, ♀	176
		No sylveon, ♂	88
		No hunting sylveon, ♂	176
		No war sylveon, ♂	176
		No treecko, ♀	51
		No hunting treecko, ♀	101
		No war treecko, ♀	101
		No treecko, ♂	51
		No hunting treecko, ♂	101
		No war treecko, ♂	101
		No grovyle, ♀	76
		No hunting grovyle, ♀	151
		No war grovyle, ♀	151
		No grovyle, ♂	76
		No hunting grovyle, ♂	151
		No war grovyle, ♂	151
		No sceptile, ♀	101
		No hunting sceptile, ♀	201
		No war sceptile, ♀	201
		No sceptile, ♂	101
		No hunting sceptile, ♂	201
		No war sceptile, ♂	201
		No torchic, ♀	51
		No hunting torchic, ♀	101
		No war torchic, ♀	101
		No torchic, ♂	51
		No hunting torchic, ♂	101
		No war torchic, ♂	101
		No combusken, ♀	76
		No hunting combusken, ♀	151
		No war combusken, ♀	151
		No combusken, ♂	76
Tab: Dwarves	e: Embark!	n: New	Pts: 0
F: Name Fort	G: Name Group	y: Symbol	s: Save

There's also the matter of what we should take for supplies. The usual, plus cages for trapping Pokemon (forgot to add those in, stupid me), sword for Beirus, pig tail products with extra thread for my books, two picks, two axes, plump helmet seeds, meat, booze (hell yes), and an anvil. Again, thought this would be optimal, but I'll see what everyone else thinks.

I also need to see if there's any last minute changes anyone wanted on their jobs or Partner Pokemon... and if someone wants to eat a different Pokemeat, let me know. I heard Solosis meat is in season...

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **April 24, 2017, 05:04:05 pm**

I would like to change my job and become the Grower, I would be more helpful that way. (Maybe I will be able to join a squad in the future)

Also Umm... Magikarp Meat?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 24, 2017, 05:30:07 pm**

Let's find a forested mountain. With elf neighbors.  
What? They sell animals in vanilla; if anything, that should be *more* useful with Pokedaemons.  
Just don't piss them off.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 24, 2017, 05:30:37 pm**

You can have my dwarf help with the mining when possible if that would help. Also, if I remember right from looking at the raws for the mod, all Pokemon including the semi and megabeasts are trainable and not trap\_avoid, so I'd like to be a backup Animal Trainer on the off chance we catch a dragon or ground type one later on, if that's okay.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 05:33:56 pm**

Quote from: Glass on April 24, 2017, 05:30:07 pm

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What? They sell animals in vanilla; if anything, that should be *more* useful with Pokedaemons.  
Just don't piss them off.

Wrong; the correct answer was raid the caravan for their Pokemon, slaughter them all and wear their skins to go back and tell them that they should send more elves and promptly say you're committing suicide for the trees' sake.  
But good idea, regardless.

Either way though, I thank you all for your offerings of help; I should be able to continue playing in an hour and a half. :)

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 24, 2017, 05:50:10 pm**

Quote from: RedMageCole on April 24, 2017, 05:33:56 pm

Quote from: Glass on April 24, 2017, 05:30:07 pm

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But good idea, regardless.

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No, that is not the correct answer. Mind you, you keep them pissed off enough hat they send animals/pokedaemon instead of cloth, but death is not the answer here.  
But anyways, you're the player. It's your decision... and I expect my input to be vetoed on this subject.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 06:00:52 pm**

Quote from: Glass on April 24, 2017, 05:50:10 pm

Quote from: RedMageCole on April 24, 2017, 05:33:56 pm



Quote from: Glass on April 24, 2017, 05:30:07 pm

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Death is always the answer though! It's all we have to live for!  
~~Don't worry, after a year you'll get someone less willing to kill the elves off. And it's not like I'll kill them when their caravan comes around. Don't worry.~~  
~~Maybe.~~

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 24, 2017, 06:08:12 pm**

— —  
- -  
—

Ok, RM.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 24, 2017, 06:29:40 pm**

Quote from: RedMageCole on April 24, 2017, 06:00:52 pm

Quote from: Glass on April 24, 2017, 05:50:10 pm

Quote from: RedMageCole on April 24, 2017, 05:33:56 pm

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~~Maybe.~~

Elves train and use every Pokemon they can get their hands on (which includes vermin ones, I'd love to see how war versions of those work). So I'd advise not pissing them off. Not only are they a good source of unique Pokemon, they use those same ones for war. Which unless we get an army of our own Pokemon, will tend to outdo most soldiers. They also use Totem Pokemon and get assistance from other Pokemon like Spiritomb sometimes.

I'm not an Elf sympathiser, just giving my tactical analysis.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 06:32:46 pm**

;-;

Okaaay, we won't piss the elves off. If only if that means we get more weapons of mass destruction.

I'm gonna go play now, I'll post the next part soon!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 24, 2017, 07:22:40 pm**

I feel like if we manage to catch and train a few mythical or legendary Pokemon, we can use them to destroy the elves. After we trade for all the neat Pokemon we can get, of course

I wonder how elves see Phantump or Trevenant. Or Sudowoodo.

Anyway, good luck playing. I look forward to the update.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 24, 2017, 07:35:04 pm**

Quote from: Beirus on April 24, 2017, 07:22:40 pm

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I wonder how elves see Phantump or Trevenant. Or Sudowoodo.

Anyway, good luck playing. I look forward to the update.

Just imagine what an elf would think if they saw a dwarf chasing after a Sudowoodo with a pickaxe... XD

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 08:00:53 pm**

Spring, Granite 8

Well, today's been a hectic day of planning. Again; I'm a scribe, not a leader. I don't know why they tasked me with this. I suggested a nice place far *away* from the elves, but everyone was insisting that I moved towards the elves. Well, hopefully I won't have to put up with those snooty *pricks* at least. And they did make a convincing argument; I like the idea of getting more Pokemon.

Everyone was accounted for, except Ryukan. I'm not sure what they're doing, but I just figured I'd assume they were okay with whatever.

Spoiler (click to show/hide)

(copper picks [2])	44	No hunting combusken, ♂	151
(copper battle axes [2])	68	No war combusken, ♂	151
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(pig tail bags [3])	20	No mudkip, ♀	51
(pig tail ropes [3])	20	No hunting mudkip, ♀	101
(chikorita leather quivers [3])	10	No war mudkip, ♀	101
(mudkip meat [50])	2	No mudkip, ♂	51
(plump helmet spawn [37])	1	No hunting mudkip, ♂	101
(copper short sword)	28	No war mudkip, ♂	101
		No marshtomp, ♀	76
		No hunting marshtomp, ♀	151
		No war marshtomp, ♀	151
		No marshtomp, ♂	76
		No hunting marshtomp, ♂	151
		No war marshtomp, ♂	151
		No wobbuffet, ♀	76
		No hunting wobbuffet, ♀	151
		No war wobbuffet, ♀	151
		No wobbuffet, ♂	76
		No hunting wobbuffet, ♂	151
		No war wobbuffet, ♂	151
		No wynaut, ♀	51
		No hunting wynaut, ♀	101
		No war wynaut, ♀	101
		No wynaut, ♂	51
		No hunting wynaut, ♂	101
		No war wynaut, ♂	101
		No loudred, ♀	76
		No hunting loudred, ♀	151
		No war loudred, ♀	151
		No loudred, ♂	76
		No hunting loudred, ♂	151
		No war loudred, ♂	151
		No bronzong	76
		No hunting bronzong	151
		No war bronzong	151
		No nosepass, ♀	51
		No hunting nosepass, ♀	101
		No war nosepass, ♀	101
		No nosepass, ♂	51
		No hunting nosepass, ♂	101
		No war nosepass, ♂	101
		No gengar, ♀	101
		No hunting gengar, ♀	201
		No war gengar, ♀	201
		No gengar, ♂	101
		No hunting gengar, ♂	201
		No war gengar, ♂	201
		No gabite, ♀	76
		No hunting gabite, ♀	151
		No war gabite, ♀	151
		1 gabite, ♂	76
		No hunting gabite, ♂	151
		No war gabite, ♂	151
		No muk, ♀	76
		No hunting muk, ♀	151
Tab: Dwarves			
F: Name Fort	G: Name Group	e: Embark!	+: Add
		y: Symbol	s: Save
			n: New
			Pts: 0

By request, I tried to find Magikarp meat, but... didn't have it in stock. Whatever; the meat's too tough for me anyway. I hope Nopal doesn't mind Mudkip meat; it's the same thing, just chewier.

Before leaving, I noticed that Beirus's Gible evolved. I asked what the heck they fed it, and they just shrugged. Well, we have a Gabite now; hope nobody minds that. ~~I actually for some reason could not find Gible on the list anymore, so Gabite it is.~~

Spring, Granite 15

God damn it I forgot the goddamn cages again I want to kill myself fu-

Okay. Calm down. We can make cages. At least we got everything else.

Spoiler (click to show/hide)



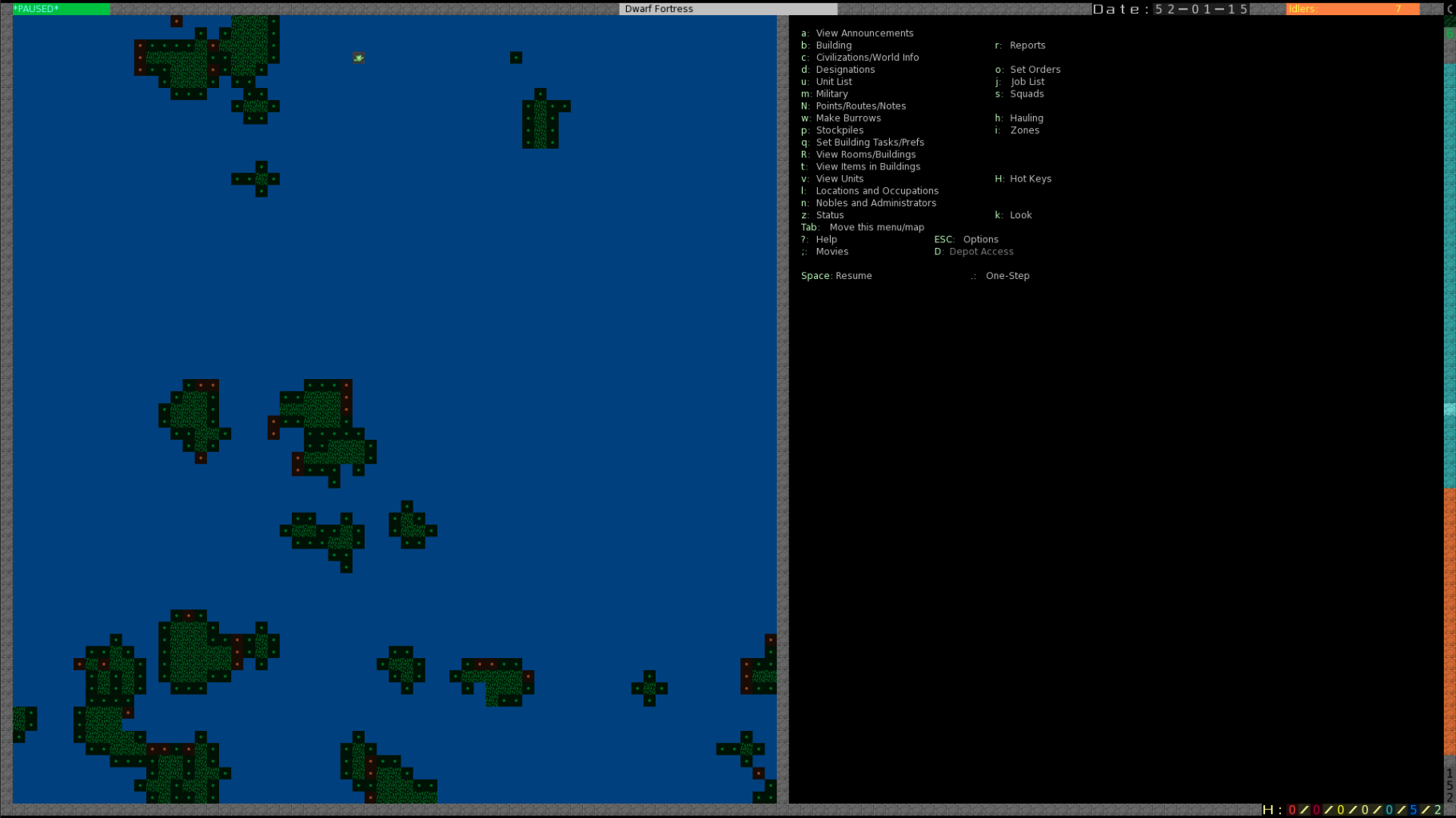
Not exactly sure what constitutes as a 'Totem' Gumshoos, but I suppose that's what we're here to find out, eh?

Spoiler (click to show/hide)



Well. Here we are. Sunlight sickness is kicking in, and I want to dig immediately. I set jobs to those in need of work, and off we go. I survey the wildlife as everyone starts working. Only a lone Reuniclus.

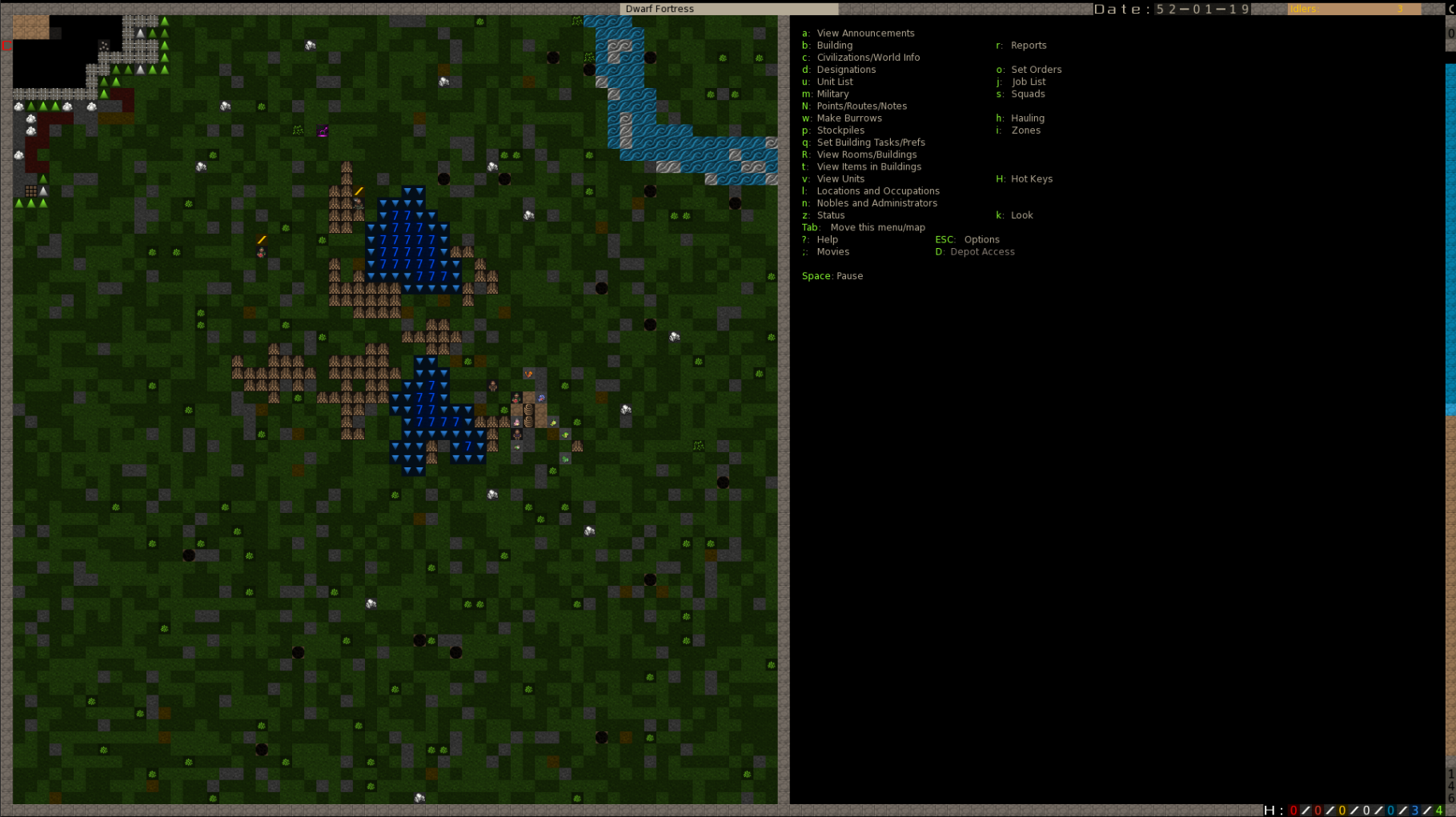
[Spoiler](#) (click to show/hide)



Hopefully they're plentiful. I like Solosis jelly; it'd be nice to get a farm of those going. But alas.

[Spoiler](#) (click to show/hide)





Miners are mining, cutters are cutting. Lord Lemonpie gets hit by one of the falling trees, which is fun to watch. I figured while we were waiting for the miners to dig out a home, I would work on getting some traps set up. I'm good with mechanics, I'd say. I could try to fashion a couple cages too. I deserve it.

[Spoiler](#) (click to show/hide)



I also decide to set the Pokemon that can be trained to be trained, giving Ryukan the Skiddo that was pulling our cart. I also gave everyone the Animal Trainer job so that we can own our respective Pokemon.

[Spoiler](#) (click to show/hide)



Success! After nearly a month, we pierce the underground! Of course, with my plans, it'll take me the rest of spring to get these plans mined out... I got the essentials; meeting room in the center, food storage on the bottom, and a library on the top with a stairwell leading to books. Don't worry; meeting area comes first.

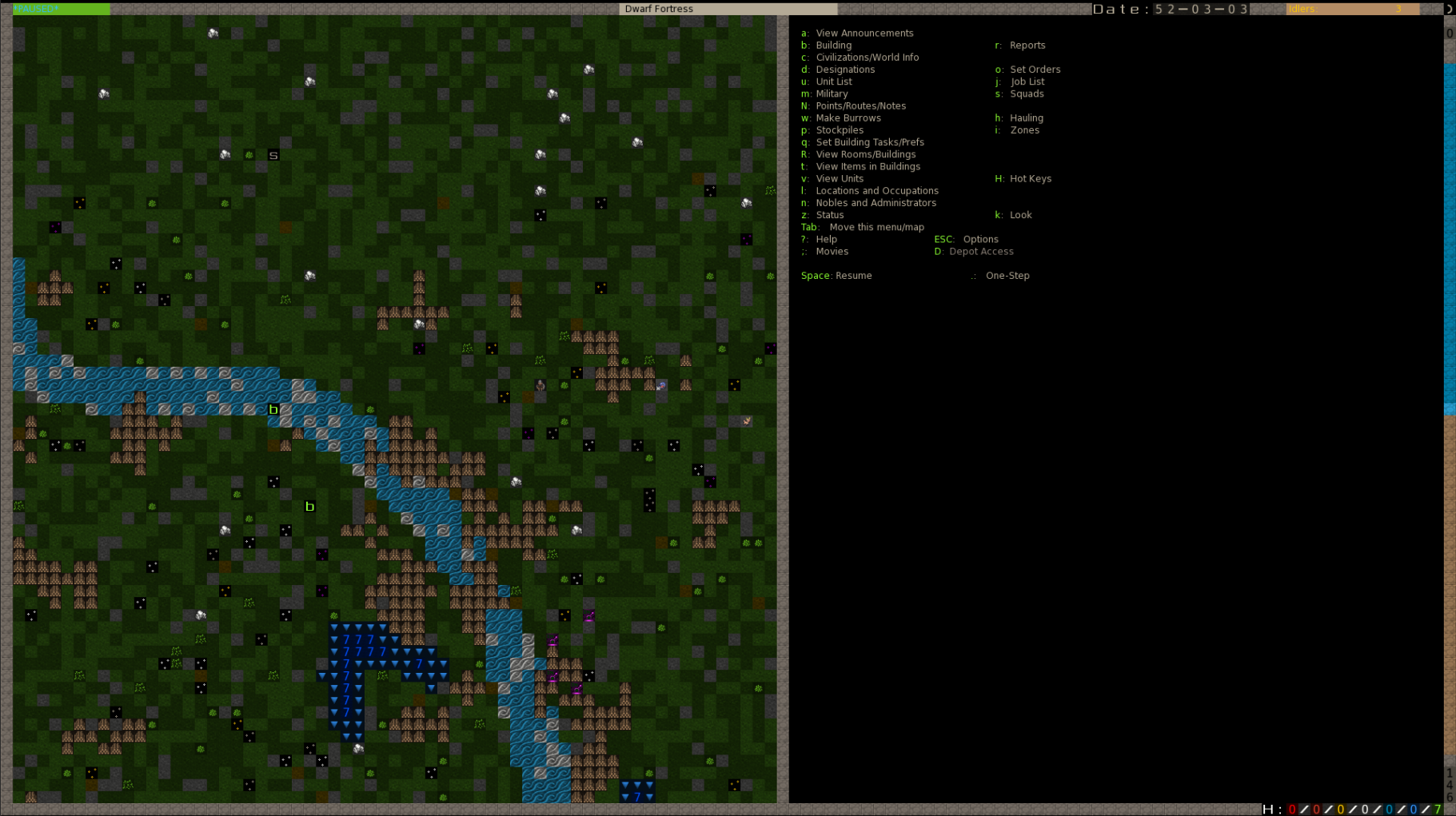
I'm minding my own business, making some cages, when suddenly...

[Spoiler \(click to show/hide\)](#)



...there's this jerk! As I'm trying to get it the hell away from me and stop stomping on me, the Stantler eventually pisses off and I can go back to work.

[Spoiler \(click to show/hide\)](#)



Beirus's Gabite apparently also hates Stantlers, but then it runs away itself once it suffers from a bruised lung and a broken hand. Too bad; would have liked to have tried Stantler meat.

[Spoiler \(click to show/hide\)](#)



Oh, and success! The meeting room is finished! It's kind of dinky, but it'll improve with time.

[Spoiler \(click to show/hide\)](#)

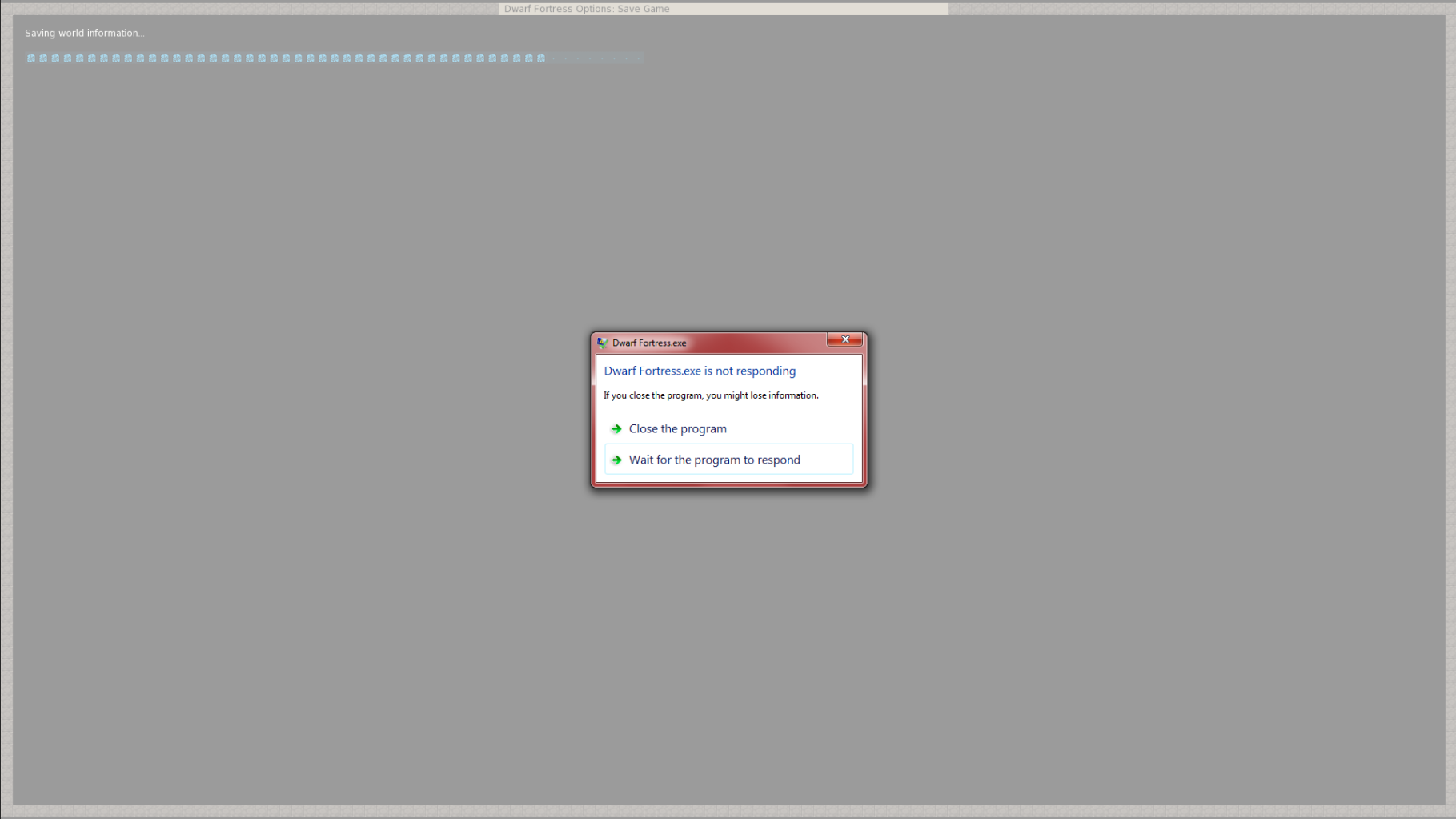




And then our food stores and library finish! I set the miners to work on a corpse pile outside, next. Also, I set up my cage traps, and I start intently watching them. A couple Dedennes get extremely close to wandering into them, but no luck. I'll have to start making more!

But summer has started, and thus ends this update! I'll be continuing tomorrow with more. :)

BONUS: Paranoia at its finest.  
[Spoiler](#) (click to show/hide)



Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 24, 2017, 08:09:51 pm**

A'aight, good times. Also: lel at the last part. XD

Could we try taming a stantler?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 08:13:02 pm**

Quote from: Glass on April 24, 2017, 08:09:51 pm

A'aight, good times. Also: lel at the last part. XD

Could we try taming a stantler?

Unfortunately, the Stantler wandered off near the end of Spring when the Dedenne started coming in; but rest assured, I'd like to tame one.

Our ultimate goal should be capturing every single Pokemon. Including the ones classified as Megabeasts. Won't that be fun?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 24, 2017, 08:18:29 pm**

Remember to put those grass types in a pasture with grass (pretty much all grass types are grazers, so they need a supply of grass/underground moss).

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 24, 2017, 08:19:25 pm**

So was it my Gabite that got its hand broken? If so, you seem to have confused me with Ryukan a couple of times

Interesting update, though. Can't wait for the summer update.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 24, 2017, 08:21:59 pm**

Quote from: Beirus on April 24, 2017, 08:19:25 pm

So was it my Gabite that got its hand broken? If so, you seem to have confused me with Ryukan a couple of times

Interesting update, though. Can't wait for the summer update.

...God damn it, I'm extremely bad with names. That's been fixed! Because yes; you are the owner of the Gabite.

And thanks Phoenix; I always forget to keep track of the grazers! Does Miltank also need grazing since it's basically the Pokemon version of a cow?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 24, 2017, 08:36:14 pm**

Quote from: RedMageCole on April 24, 2017, 08:21:59 pm

Quote from: Beirus on April 24, 2017, 08:19:25 pm

So was it my Gabite that got its hand broken? If so, you seem to have confused me with Ryukan a couple of times

Interesting update, though. Can't wait for the summer update.

...God damn it, I'm extremely bad with names. That's been fixed! Because yes; you are the owner of the Gabite.

And thanks Phoenix; I always forget to keep track of the grazers! Does Miltank also need grazing since it's basically the Pokemon version of a cow?

The Miltank will be fine. I was thinking of making it a grazer but decided to keep it more exclusive to grass types (unless specified otherwise, but as far as I know Miltank is just kept in pastures. Unless people would like it to be a grazer).

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 25, 2017, 06:07:13 pm**

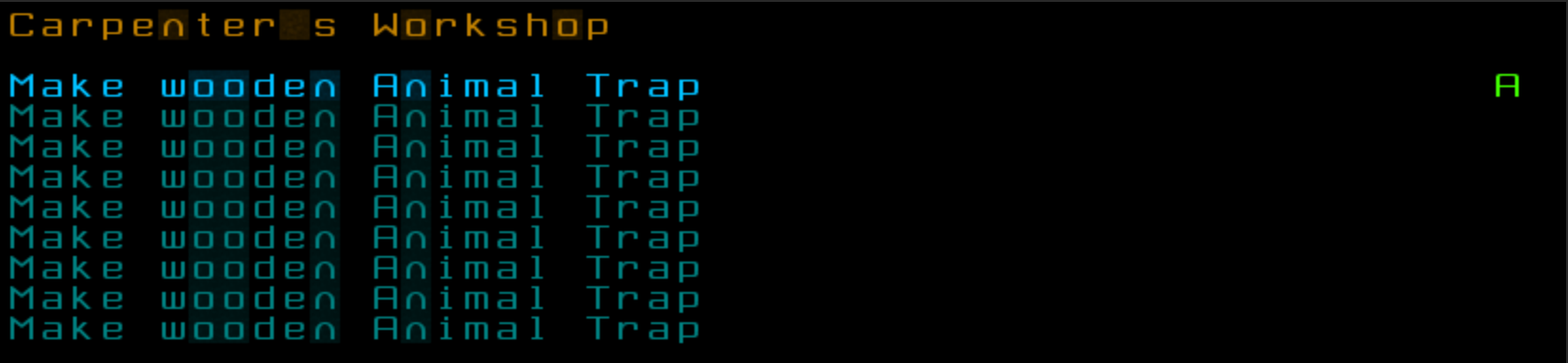
Time for an update!  
*I realized that I accidentally put the pictures before the text instead of after. That's garbage and I am extremely sorry about the formatting last entry. I can fix it later; but this entry will have my pictures taken properly. I also plan to make images smaller so they focus on the subject better.*

Summer, Hematite 4

Once the day was started, Professor Phoenix told me that grass types required a pasture. I was less than pleased to hear about this; what good is a war and hunting animal that has to sit around and be lazy all day? But alas; that's the way the world works. Not like Professor Phoenix engineered this world. Therefore, I made a pasture. It's kind of shabby, but I'm sure a later ruler can make it prettier if it bugs them.



Also, I decided to work on a new project! A lot of vermin-like Pokemon roam around, and I figure they're useful than rats and spiders that you catch from small animal traps because they can evolve into something more useful, so I decided to get on that.



I got to work on a storage for untamed vermin-like Pokemon, and I notice the Professor running around the food stores like a maniac with the trap trying to catch something. Well, hope they find something soon because it's creeping me out a bit.



It's there that I realized I forgot to turn TrueType on. What's TrueType? I don't know, but it wasn't on.

### Summer, Hematite 20

Lord Lemonpie started to take the Professor's place in running around maniacally; that's good that we're all taking turns on our sanity, at least. Meanwhile, I ponder perception in the library, and realize... we need to get on making this library nice. So I put in orders for chests, bookcases and bindings. In the meantime, I get the miners to carve out a wood stockpile with some workshops for carpentry.

Oh, yes! We finally strike sand! I can finally get some farms working!



Pictured in the animal stockpile; an Igglybuff and a Solosis. Not sure why vermin-like Pokemon take the forms of objects like this was some sort of ASCII game rather than the tiles I made, but maybe when we tame them it'll be different.

### Summer, Hematite 24

Professor Phoenix's Snivy has taken to leaving the pasture. At least I know they can leave the pasture in case of emergency, but still! Why doesn't my Bulbasaur have that kind of audacity?

Oh, and we got a visitor!

→Thon Ramkaldana, Human Scholar is visiting.

Not sure what he wants, after all, our library is kind of... empty. I'd say the shelves were collecting dust, but we don't even have shelves. What do you want from us?! Give us some time!

### Summer, Malachite 10

A Pikachu keeps drifting close to my traps. I can't see it too well from this distance, but I'm pretty sure that's a Pikachu from what I've read. It'd be much cooler than a Dedenne even if it's not a Fairy type; c'mon, I want it... c'mon, Pikachu, get into the traps...





Summer, Malachite 19

Yaay, nameless generics! My favorite! *If they scare the Pikachu, I'm gonna-*

Some migrants have arrived.

They brought two fishermen, a bookbinder (yesss!), a peasant who is going to be drafted into the mines once I get a decent pick, a Charmander named Kikrost (owned by the Fisherman Olon), and five useless children. If anyone wants to get a child care working with Pokemon, be my guest; I hate children.

Citizens (16)	Pets/Livestock (8)	Others (2)	Dead/Missing (0)
`ThelImmortalRyukan' Zarethlør, Miner			No Job
`Glass' Amostās, Miner			No Job
`Beirus' Zaneġidath, Miner			No Job
`Nopal' Fikodar, Woodcutter			No Job
`Lord lemonpie' Geshudthikut, Woodcutter			Eat
`FirePhoenix11' Kennomal, Pokemon Professor			Catch Live Land Animal
Lokum Sobirlogem, Bookbinder			Construct Building
Olon Avuzdalzat, Fishery Worker			Fish
Lorbam Therlethvucar, Fishery Worker			New Arrival
`RedMageCole' Likotgulnas, Overseer			Ponder Perception!
Dakost Kinemdumat, Peasant			No Job
önul Kübukstelid, Dwarven Child			Play Make Believe
Cerol Gusilshigós, Dwarven Child			Play Make Believe
Bomrek Idoslolor, Dwarven Child			Play Make Believe
Lör Unibiseth, Dwarven Child			Play Make Believe
Lolor Limuloshur, Dwarven Child			Play Make Believe

Summer, Malachite 24

SUCCESS! SUCCESS! WE CAUGHT IT! WE CAUGHT THE-

...Pikachu?

-mimikyū (♂) cage (apricot wood)-

Upon closer inspection, that was indeed not a Pikachu. I had to look it up in the Pokedex... and apparently, it's a Mimikyū; a Pokemon that terrifies people with its own appearance but just wants to find love, and therefore disguises itself as Pikachu. It also kicks ass in battle.

...

Congratulations to me for becoming the first one to own two Pokemon, then! Because Mimikyū is mine now.



Farm has officially completed construction, and so I work on a Pokemon training area; it's big because we're gonna have a lot of Pokemon, more than just the Solosis, Iggybuff, Mimikyū (Mine.) and the absolute crapton of Budews we caught. If any of you want to claim a Pokemon when they evolve, let me know! But just know that the Mimikyū is mine. He just wants a friend... Kind of like me. Also, I can't give you vermin-like Pokemon until it evolves. We caught a Masquerain though, and that's a vermin-like Pokemon, so that one's just gonna be left up to the AI.

In the nick of time, I remember that there's an entirely different process to taming for vermin-like Pokemon, so I shorten the area designated.

Summer, Galena 18

It's then that I realize this was a mistake in doing this whole thing.

[Spoiler](#) (click to show/hide)

The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the head, bruising the muscle through the (galvantula silk hood)!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the left lower leg, bruising the muscle through the (joltik silk robe)!  
The miner misses the mimikyu!  
**The miner charges at the mimikyu!**  
The mimikyu jumps away!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The miner misses the mimikyu!  
The mimikyu uses Shadow Claw on the miner in the upper body, bruising the fat through the (galvantula silk cloak)!  
**The miner charges at the mimikyu!**  
The miner collides with the mimikyu!  
**The mimikyu is knocked over and tumbles backward!**  
The mimikyu stands up.  
The miner scratches the mimikyu in the left hand, tearing apart the skin!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the left upper leg, bruising the fat through the (galvantula silk cloak)!  
The miner attacks the mimikyu but He jumps away!  
The miner misses the mimikyu!  
The mimikyu uses Shadow Claw on the miner in the left lower arm, bruising the muscle through the (galvantula silk cloak)!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu attacks the miner but He jumps away!  
The miner misses the mimikyu!  
The miner attacks the mimikyu but He jumps away!  
The miner misses the mimikyu!  
The mimikyu uses Shadow Claw on the miner in the upper body, bruising the fat through the (galvantula silk cloak)!  
The miner attacks the mimikyu but He jumps away!  
The miner misses the mimikyu!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the left upper arm, bruising the fat through the (galvantula silk cloak)!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu attacks the miner but He jumps away!  
The miner misses the mimikyu!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the upper body, bruising the fat through the (galvantula silk cloak)!  
The miner punches the mimikyu in the left hand with his right hand, bruising the skin!  
**The miner charges at the mimikyu!**  
The mimikyu jumps away!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the left lower arm, bruising the fat through the (galvantula silk cloak)!  
The miner attacks the mimikyu but He jumps away!  
The miner misses the mimikyu!  
The mimikyu uses Shadow Claw on the miner in the fourth finger, right hand, but the attack glances away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu uses Shadow Claw on the miner in the right lower leg,  
The mimikyu jumps away!  
The miner misses the mimikyu!  
The mimikyu uses Shadow Claw on the miner in the right upper arm, bruising the fat through the (galvantula silk cloak)!  
The miner misses the mimikyu!  
**The miner charges at the mimikyu!**  
The miner collides with the mimikyu!  
**The mimikyu is knocked over and tumbles backward!**  
The mimikyu stands up.  
The miner misses the mimikyu!  
The mimikyu attacks the miner but He jumps away!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu misses the miner!  
The miner punches the mimikyu in the right hand with his right hand, bruising the skin!  
The miner grabs the mimikyu by the left lower arm with his right upper arm!  
**The miner charges at the mimikyu!**  
The miner collides with the mimikyu!  
**The mimikyu is knocked over and tumbles backward!**  
The mimikyu stands up.  
The miner grabs the mimikyu by the right lower arm with his left hand!  
The miner takes the mimikyu down by the right lower arm with The miner's left hand!  
The mimikyu uses Shadow Claw on the miner in the head, bruising the muscle through the (galvantula silk hood)!  
The mimikyu stands up.  
The miner throws the mimikyu by the right lower arm with The miner's left hand!  
The miner punches the mimikyu in the right lower arm with his left hand, bruising the skin!  
The mimikyu's right upper arm skids along the ground, bruising the skin!  
**The mimikyu slams into an obstacle!**  
The mimikyu stands up.  
The mimikyu attacks the miner but He jumps away!  
The miner grabs the mimikyu by the left lower arm with his right upper arm!  
**The miner throws the mimikyu by the left lower arm with The miner's right upper arm!**  
The miner kicks the mimikyu in the right hand with his left foot,



bruising the skin!  
The mimikyu slams into an obstacle!  
The mimikyu stands up.  
The mimikyu attacks the miner but He jumps away!  
The miner punches the mimikyu in the tail with his right hand, bruising the skin!  
The miner attacks the mimikyu but He jumps away!  
The mimikyu attacks the miner but He jumps away!  
The miner grabs the mimikyu by the left hand with his left hand!  
The mimikyu's attack is interrupted!  
The miner punches the mimikyu in the right upper arm with his left hand, bruising the skin!  
The mimikyu uses Shadow Claw on the miner in the upper body, bruising the fat through the (galvantula silk cloak)!  
The miner scratches the mimikyu in the left lower arm, tearing apart the skin!  
The miner throws the mimikyu by the left hand with The miner's left hand!  
The miner punches the mimikyu in the left lower arm with his left hand, bruising the skin!  
The mimikyu's head skids along the ground, bruising the fat!  
The mimikyu's head skids along the ground, bruising the fat!  
The mimikyu slams into an obstacle!

That... That was my Mimikyu.

mimikyu mangled corpse

I'm... I'm gonna find out who did this to you, Mimikyu. And I'll make them lick my ass. I know it was a miner; it won't take long before I find injuries.

Summer, Galena 19

Whoever was hurt covered their injuries up well. But I can check clothing articles; they had a Joltik silk robe and a Galvantula silk hood. I will find whoever did this to my Mimikyu. Nobody hurts Mimikyu without good reason.

Summer, Galena 20

I found the culprit.



Galvantula silk hood. Joltik silk robe. Even guilty tears in the eyes.

Why, Glass?

Why?

I don't have the courage to ask why they killed my Mimikyu, but... hopefully they'll read this and give me a reason as to why.

Autumn, Galena 1

The season has changed, and thus ends another entry. We caught a Poliwag and a Cleffa, but... Sigh.

Spoiler (click to show/hide)



I'm gonna need a drink. :(

CURRENT POKEMON

Hunting-Trained



War-Trained



Untrained



Vermin-like



Dead :(



Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 25, 2017, 07:09:31 pm**

*It wanted to steal my skin!*

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 25, 2017, 07:23:53 pm**

Quote from: Glass on April 25, 2017, 07:09:31 pm

*It wanted to steal my skin!*

*IT ALREADY HAD ITS OWN SKIN YOU MEANIEFACE.*

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 25, 2017, 07:26:38 pm**

Quote from: RedMageCole on April 25, 2017, 07:23:53 pm

Quote from: Glass on April 25, 2017, 07:09:31 pm

*It wanted to steal my skin!*

*IT ALREADY HAD ITS OWN SKIN YOU MEANIEFACE.*

***That was the worst part!***

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 25, 2017, 07:32:45 pm**

Quote from: Glass on April 25, 2017, 07:26:38 pm

Quote from: RedMageCole on April 25, 2017, 07:23:53 pm

Quote from: Glass on April 25, 2017, 07:09:31 pm

*It wanted to steal my skin!*

*IT ALREADY HAD ITS OWN SKIN YOU MEANIEFACE.*  
**That was the worst part!**

...Can't argue with that.  
Still, Mimikyu is one of my favorite Pokemon. ;-; Ah well, hopefully there'll be more of them.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 25, 2017, 07:34:15 pm**

Quote from: RedMageCole on April 25, 2017, 07:32:45 pm  
Quote from: Glass on April 25, 2017, 07:26:38 pm  
Quote from: RedMageCole on April 25, 2017, 07:23:53 pm  
Quote from: Glass on April 25, 2017, 07:09:31 pm  
*It wanted to steal my skin!*  
*IT ALREADY HAD ITS OWN SKIN YOU MEANIEFACE.*  
**That was the worst part!**  
...Can't argue with that.  
Still, Mimikyu is one of my favorite Pokemon. ;-; Ah well, hopefully there'll be more of them.

Agreed.  
Now let's kill the quote pyramid before it scares them all away.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 25, 2017, 11:47:06 pm**

I'll take that poliwag when it evolves if that's alright.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Lord\_lemonpie** on **April 26, 2017, 04:07:56 am**

I'll adopt the solosis if possible!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **April 26, 2017, 04:59:43 am**

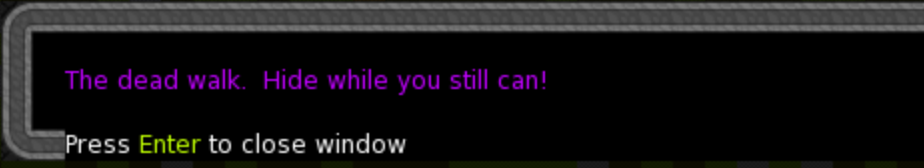
I probably will take a turn, because it looks cool. ;D Don't even looked at mod yet, though.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 26, 2017, 07:48:52 am**

Got all your requests!  
MCreeper, any specific roles you'd like to be, or any specific dwarven migrants you'd like to take over being?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 26, 2017, 05:11:54 pm**

Preview of what's to come;



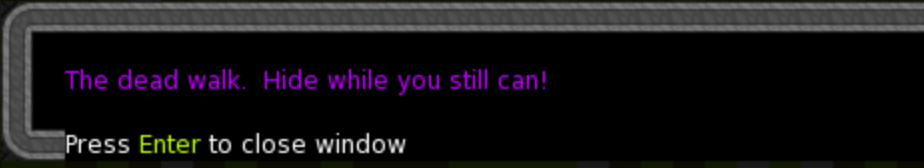
Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 26, 2017, 05:17:22 pm**

Aww man. I hate necromancers.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 26, 2017, 07:09:38 pm**

**Autumn, Gałena Limestone 1** (Not Galena, what was I doing last update?)

Well, I got over the Mimikyu; Glass had an excellent point. Those claws looked terrifying.  
So, in hindsight, moving to an embark point with a 'Tower' neighbor was probably not the best idea. It was a nice spot; give me a break!



Beirus was less than pleased to hear the announcement, but thankfully no actual necromancers showed up; just the corpse of an elf named Nisa Styleoiled. Naturally, I tell everyone to get the hell back into the fort while I think of a plan. I also quickly draft for doors to be made. I send for a new burrow and try to start up the military. We're going to have to be ready for anythi-

Dwarf Fortress			
Citizens (16)	Pets/Livestock (8)	Others (4)	Dead/Missing (1)
Shuppet			Wild Animal
Shuppet			Wild Animal
Shuppet			Wild Animal
Shuppet			Wild Animal

...Well, that's no !!FUN!!.

Oh, and the peasant (now a Planter) came up to me, telling me their name was MCreeper. Wasn't sure what I was going to do with this information, but regardless, nice to know the migrants weren't all nameless generics. Turns out they're actually pretty good with a hammer; when I get started on that squad, I'll draft them.



MCreeper' Kinemdumat, Planter

MCreeper' Beautyrough

Harvest Plants

Competent Hammerdwarf

Novice Shield User

Novice Armor User

Novice Discipline

Novice Observer

Novice Dodger

Dabbling Carpenter

Novice Grower

Dabbling Persuader

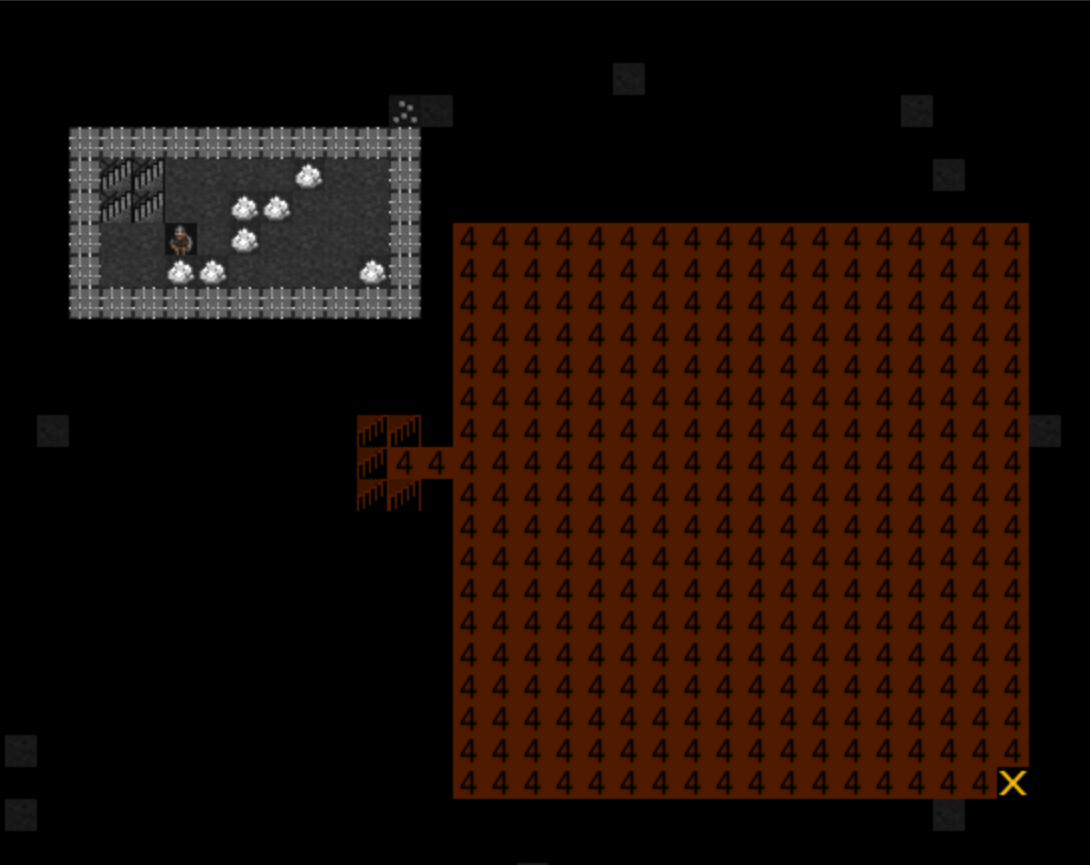
Dabbling Negotiator

Autumn, Limestone 7

Making the new squad was a success! I thought the name Legion of Somethings would be cool, but I wasn't sure of what Pokemon to base the name off of. I figured Nopal, Beirus and MCreeper are smart enough to decide what Pokemon they want to represent.

SQUADS/LEADERS	SQUAD POSITIONS	CANDIDATES
Legion of (Pokemon)s	1. `Nopal' Fikodar, militia commander 2. `Beirus' Zaneġidath, Miner 3. `MCreeper' Kinemdumat, Planter 4. AVAILABLE 5. AVAILABLE 6. AVAILABLE 7. AVAILABLE 8. AVAILABLE 9. AVAILABLE 10. AVAILABLE	`TheImmortalRyukan' Zarethlör, Miner `RedMageCole' Likotgulnas, Overseer `Glass' Amostäs, Miner `FirePhoenix11' Kennomal, Pokemon Professor `Lord_lemonpie' Geshudthíkut, Woodcutter Lokum Sobirlogem, Bookbinder Olon Avuzdalzat, Fishery Worker Lorbam Therlethvucar, Fishery Worker
p: Positions	a: Alerts	e: Equip
n: Uniforms	u: Supplies	f: Ammunition
s: Schedule		

I also order the miners to dig out a basement for us so that we can store finished goods and furniture for later use. I hate having separate stockpiles for them; they're all the same stuff anyways.



Autumn, Limestone 14

Praise the lord and Hallelujah!

The outpost liaison Ustuth Giginmosus from Mishthemunib has arrived.  
A caravan from Mishthemunib has arrived.

It's then though that I realize I don't have shit to give them, so I immediately put in orders for craftdwarves shops and get them to craftmaking. I might offer them one of the metric shittons of Budews we have, or the Cleffas we've been getting.

I ask them for booze, meat, as well as any Pokemon they can provide us with.

Of course, now they just don't bring us much at all; no Pokemon or anything. I just decide to get a bin of leather as well as a book so we can have a decent library. What kind of dwarven caravan doesn't have *booze*?

And speaking of booze, we're low. Therefore, I get a still constructed.

Autumn, Sandstone 23

A long time without an entry, but look! Library's finished!



Booze production is going well too, with our bookbinder being the resident brewer.

Autumn, Sandstone 25

Hooray! Dead weight!

Some migrants have arrived.

Only seven people have come in, and five of them are goddamn children. I'm this close to building a childcare with Pokemon. I bet that Miltank will gladly crush them all. At least we got a woodcutter.

Autumn, Sandstone 27

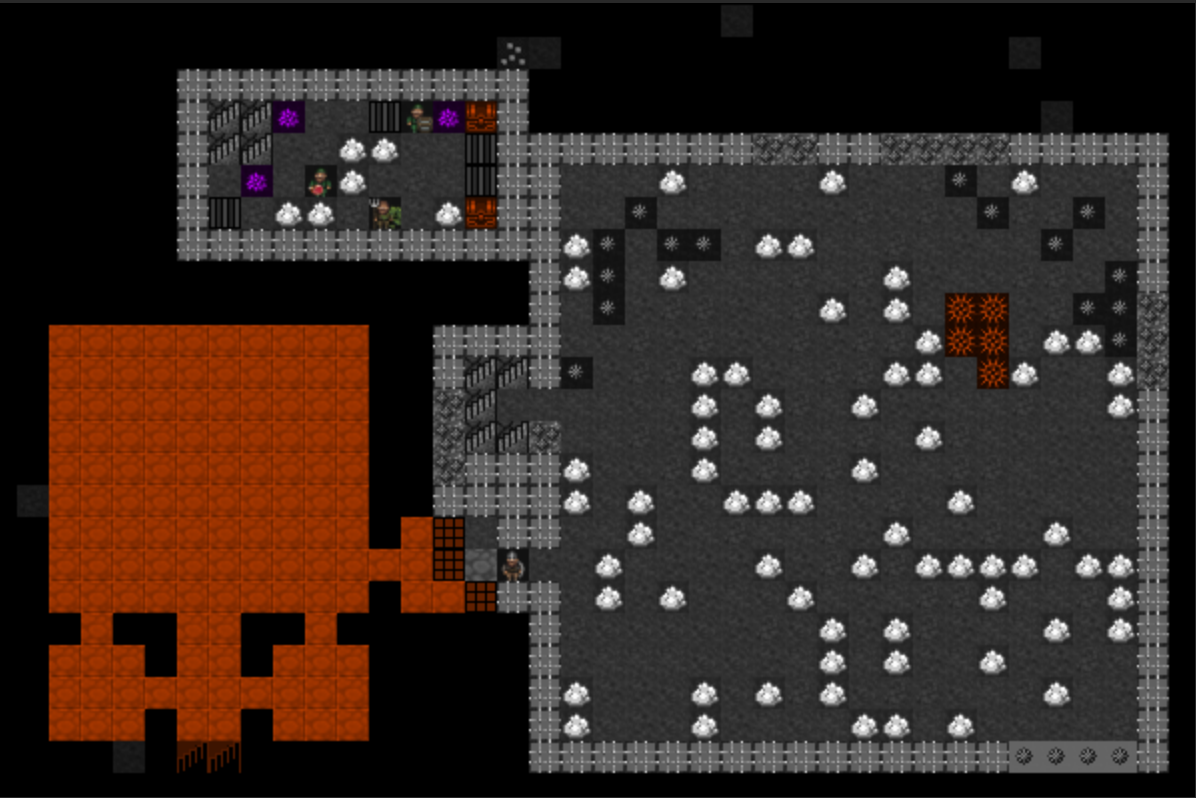
**Ten** goddamn kids, a woodcutter, two peasants who I've stuck to my usual plan of drafting into the mines, a fisherman, two farmers, an administrator who has become our new broker, a Hunting Tepig, a furnace operator, a thresher, a *goddamn Sceptile holy shit*- owned by the **thresher**, a *holy shit a Blissey*- owned by the **furnace operator**, a ranger, and an armorer. Despite the shittons of kids, it's not a bad haul especially thanks to the Sceptile and Blissey.

`ThelmmortalRyukan' Zarethlør, Miner	Dig
`Glass' Amostās, Miner	Store Item in Stockpile
`Beirus' Zanegīdath, Miner	Drink
`RedMageCole' Likotgulnas, Overseer	Make wooden Cage
`MCreeper' Kinemdumat, Carpenter	Sleep
`Nopal' Fikodar, militia commander	Store Item in Stockpile
`Lord_lemonpie' Geshudthikut, Woodcutter	Store Item in Stockpile
Aban Bomrekothlest, Woodcutter	Store Item in Stockpile
Ubbul Thaklorbam, Ranger	New Arrival
`FirePhoenix11' Kennomal, Pokemon Professor	Store Item in Stockpile
Degël ĩtebĭcum, Armorer	New Arrival
Unib Lisatrimtar, Furnace Operator	New Arrival
Lokum Sobirlogem, Bookbinder	Brew drink from plant
Olon Avuzdalzat, Fishery Worker	Store Item in Barrel
Lorbam Therlethvucar, Fishery Worker	Fish
Tekkud Gusilsanus, Fishery Worker	Fish
Unib Odrozbomrek, Farmer	New Arrival
Medtob Shetbēthendok, Farmer	New Arrival
Kikrost Emutholon, Thresher	New Arrival
űshrĭr Asteshotsus, Administrator	New Arrival
Sĭbrek Umāmĭkilrud, Peasant	New Arrival
Zutthan ũshrĭrog, Peasant	New Arrival
ònul Kùbukstelid, Dwarven Child	Play Make Believe
Cerol Gusilshigòs, Dwarven Child	Play
Bomrek Idoslolor, Dwarven Child	Play Make Believe
Lòr Unibĭseth, Dwarven Child	Play Make Believe
Lolor Limuloshur, Dwarven Child	Play Make Believe
űshrĭr Kotsolon, Dwarven Child	Play
Oddom Suvasmùthkat, Dwarven Child	New Arrival
Mùthkat Masosĭteb, Dwarven Child	New Arrival
Zuglar Mafollulâr, Dwarven Child	New Arrival
Tobul Govosavuz, Dwarven Child	New Arrival
Dodók Tulonaban, Dwarven Child	New Arrival
Shem Degēlkod, Dwarven Child	New Arrival
Ducim Inodlulâr, Dwarven Child	New Arrival
Minkot Rakustungòb, Dwarven Child	New Arrival
Ilral Amithral, Dwarven Child	New Arrival
Thĭkut Ilraltarmid, Blissey (Tame)	Tame
Nish Idenmörul, Sceptile (Tame)	Tame
Stray hunting Tepig (Tame)	Tame
Kikrost Cogarzes, Charmander (Tame)	Tame
Stray hunting Skiddo (Tame)	Tame
Stray war Gabite (Tame)	Tame
Stray Miltank (Tame)	Tame
Stray hunting Turtwig (Tame)	Tame
Stray war Charmander (Tame)	Tame
Stray war Bulbasaur (Tame)	Tame
Stray hunting Snivy (Tame)	Tame

Autumn, Timber 10

People keep treating my library like a dining hall. :(

On the upside though, I finished the basement! And now a new project; an ore deposit where I can also make metals and eventually more picks for the peasants.



Autumn, Timber 20

Finally, a child makes itself useful!

Minkot Rakustungòb, Dwarven Child withdraws from society...

He takes two hunks of rock salt and a hunk of borax before starting work.

Aaaaand of course the kid makes an artifact out of a *trade good*, though at least he becomes a legendary stone crafter.

Minkot Rakustungöb, Dwarven Child has created Kegethunnos, a rock salt figurine of Asob Tindented!

Spoiler (click to show/hide)

This is a rock salt figurine of Asob Tindented. All crafts dwarfship is of the highest quality. The item is a masterfully designed image of Asob Tindented the dwarf and dwarves in rock salt by Minkot Rakustungöb. Asob Tindented is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Asob Tindented to the position of queen of The Scholarly Rags in 1. It is encrusted with cushion rock salt cabochons. This object menaces with spikes of borax. On the item is an image of dwarves in rock salt. The dwarves are traveling. The artwork relates to the foundation of Knightedavils by The Trumpets of Diamond of The Scholarly Rags in 27.

That's it? I didn't even know the queen was named Asob Tindented. I was hoping for a figurine of a Mimikyu ripping Glass's skin off; that would be kickass, though I guess the child isn't that disturbed yet.

Winter, Moonstone 1

And thus comes my last season of reign.

Winter is upon you.

Gotta say, it was fun, though I really would like to get back to my studies. Though for my last three months, I'm gonna make the best of things.



Also, the winter palette is *bitchin'*.

CURRENT POKEMON

Hunting-Trained



War-Trained



Untrained



Vermin-like



Dead





Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 26, 2017, 07:36:20 pm**

I want that Septile.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **April 26, 2017, 08:31:39 pm**

I am the militia commander? Awesome!  
Can i have a trained War Miltank at my side please?  
And the squad name should be \*Legion of Mimikyus\*, for obvious reasons.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 26, 2017, 09:24:25 pm**

But if we go with that name, we'll all die. Via Glass, possibly.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **April 27, 2017, 10:02:35 am**

Yeah, that name could bring us some bad luck :P  
But what about \*Reservoir Growlithes\* or \*Legion of Druddigons\*?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **April 27, 2017, 12:33:31 pm**

Wait, wait, you can design squad name? How?  
Started my game in the mod, had some fun with randomness of attack power. One of my littens get attacked by wild pokemon (don't remember the name, starts on B). There goes his attacks:  
1. Attack glances away!  
2.Attack bruised the skin!  
3.Attack bruises the muscle!  
4.Paw mangled beyound recognition!Litten passes out from pain!  
God dammit. All the same attack, all on the paws, if i remember correctly. Happily, it quickly regained consciouness and runned away.  
Unhappily, there are no healthcare for animals, and will not be anytime soon. ::)

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **April 27, 2017, 03:07:19 pm**

Looks cool! Dorf me please, as a jeweler if you ever get one. I'll also take on militia duty if need be.

I'll take as many poison-type pets as you guys can spare, with the Gulpin and Zubat lines being preferential.

On the topic of the Budews, when they evolve do they stop being vermin?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 27, 2017, 05:57:55 pm**

You know things are fun when a necromancer sieges on the first year. What's the bet when my turn comes around they will send a *much* bigger army.

Quote from: MCreeper on April 27, 2017, 12:33:31 pm

Unhappily, there are no healthcare for animals, and will not be anytime soon. ::)

There's plans for it, but not until after v1.0.

Quote from: Paddywagon Man on April 27, 2017, 03:07:19 pm

On the topic of the Budews, when they evolve do they stop being vermin?

Because vermin aren't a "unit", syndromes don't affect them, so unfortunately they can't evolve. I've set them up as if they where normal Pokemon still, but some had to be vermin in order to make the map more active and to give those that hunt vermin, actual vermin to hunt.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 27, 2017, 07:43:12 pm**

Aww, vermin-like Pokemon don't evolve? That sucks. Well, hopefully we'll be able to compensate.

### Winter, Moonstone 1

Here we are; the final update. I gotta get my plans in gear.

I start by noting one of the farmers; they wanted to be a jeweler, so I signed them up. Called themselves Paddywagon Man; I questioned the name, and I got a few sweatbeads in response. I figure it's best not to ask too many questions; at least we can get some gems started.

<b>`Paddywagon Man' Shetbêthendok, Farmer</b>	<b>No Job</b>
---	---------------

They also asked to be enlisted in the military squad (henceforth known as the Legion of Druddigons), so that was ordered along with the little niche I carve out for the Jeweler's workshop.

<b>Legion of Druddigons</b>	<div>1. <b>`Nopal' Fikodar, militia commander</b></div> <div>2. <b>`Beirus' Zanegîdath, Miner</b></div> <div>3. <b>`MCreeper' Kinemdumat, Carpenter</b></div> <div>4. <b>`Paddywagon Man' Shetbêthendok, Farmer</b></div> <div>5. AVAILABLE</div> <div>6. AVAILABLE</div> <div>7. AVAILABLE</div> <div>8. AVAILABLE</div> <div>9. AVAILABLE</div> <div>10. AVAILABLE</div>	<div><b>`TheImmortalRyukan' Zarethlôr, Miner</b></div> <div><b>`RedMageCole' Likotgulnas, Overseer</b></div> <div><b>`Glass' Amostās, Miner</b></div> <div><b>`FirePhoenix11' Kennomal, Pokemon Professor</b></div> <div><b>`Lord_lemonpie' Geshudthîkut, Woodcutter</b></div> <div><b>Lokum Sobîrlogem, Bookbinder</b></div> <div><b>Olon Avuzdalzat, Fisherdwarf</b></div> <div><b>Lorbam Therlethvucar, Fisherdwarf</b></div> <div><b>Aban Bomrekothlest, Woodcutter</b></div> <div><b>Tekkud Gusilsanus, Fishery Worker</b></div> <div><b>SibreK Umâmkilrud, Peasant</b></div>
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### Winter, Moonstone 2

Gasp! Shock! Alarm!

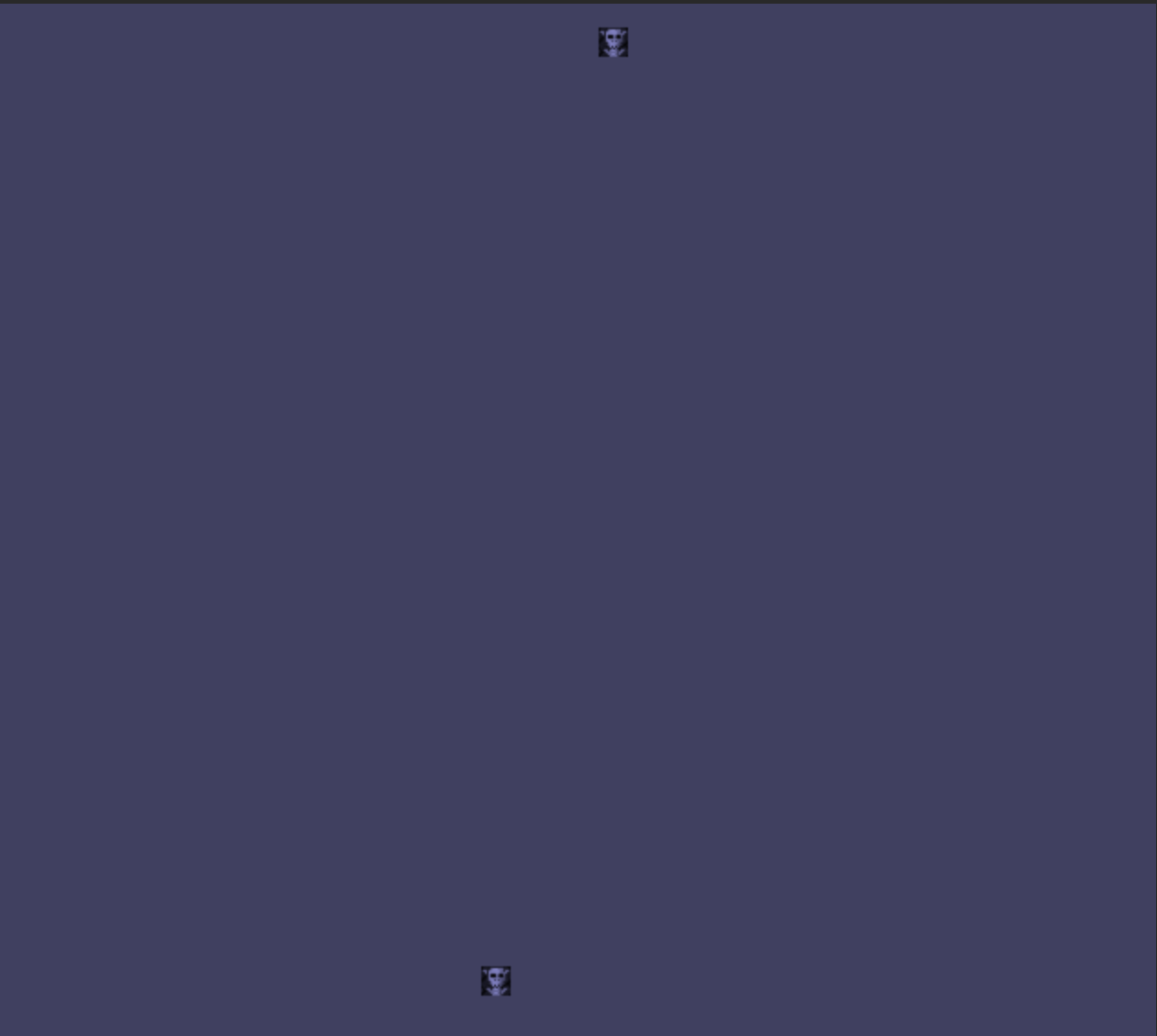
Thief! Protect the hoard from skulking filth!

I highly doubt we'll get to the thief in time, though. However, just to mess with the military, I send them out to go kill the thief anyway. Because why not, right?

a Legion of DruddigonsKill Stungin, Kobold Thief

Obviously, he got away, though. Stole nothing as usual.

...In other words; did anyone else know Azurill could fly? Because they can fly.



Winter, Moonstone 14

In which everyone bullies the everloving shit out of a Tauros!

The stray war gabite attacks the tauros but He jumps away!  
The miner grabs the tauros by the lower body with her right lower arm!  
The tauros breaks the grip of the miner's right lower arm on The tauros's lower body.  
The stray war gabite misses the tauros!  
The miner misses the tauros!  
The stray war gabite uses Dual Chop on the tauros in the right front hoof, but the attack glances away!  
The miner punches the tauros in the right rear hoof with her left hand, but the attack glances away!  
The blissey attacks the tauros but He jumps away!  
The stray war gabite misses the tauros!  
The miner punches the tauros in the left front leg with her right hand, bruising the muscle!  
The blissey attacks the tauros but He jumps away!  
The miner misses the tauros!  
The blissey attacks the tauros but He jumps away!  
The stray war gabite misses the tauros!  
The stray war gabite misses the tauros!  
The miner punches the tauros in the right front hoof with her left hand, but the attack glances away!  
The blissey attacks the tauros but He jumps away!  
The fisherdwarf grabs the tauros by the head with her right lower arm!  
The fisherdwarf misses the tauros!  
The tauros use Horn Attack on the fisherdwarf in the right lower leg with his left horn, bruising the muscle through the (mareep wool dress)!  
The miner punches the tauros in the first tail with her left hand, bruising the muscle!  
The blissey uses Pound on the tauros in the left front leg, bruising the muscle!  
The miner punches the tauros in the left front leg with her left hand, bruising the muscle!  
The fisherdwarf punches the tauros in the left rear hoof with her right hand, but the attack glances away!  
The tauros breaks the grip of the fisherdwarf's right lower arm on The tauros's head.  
The miner punches the tauros in the neck with her right hand, bruising the muscle!  
The fisherdwarf attacks the tauros but He jumps away!  
The miner punches the tauros in the left rear leg with her left hand, bruising the muscle!

It takes everyone another day to kill the poor thing. Tauros legs, anyone?

Winter, Moonstone 22

Gotcha!

\*tauros (♂) cage (oaken)\*

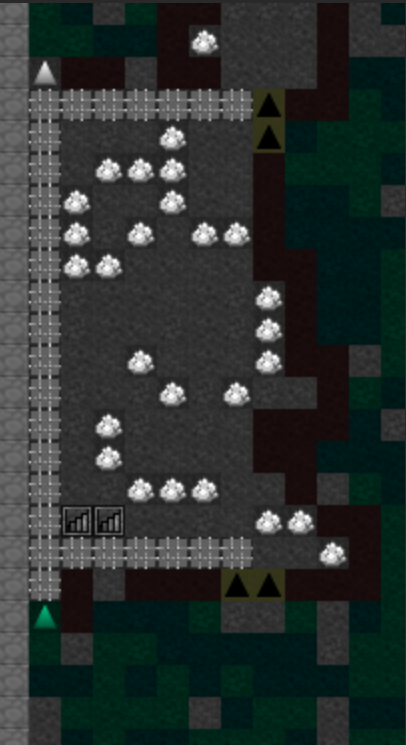
Hopefully Glass won't kill this one.

-Oh, just as I finish typing that, another one gets caught. Sick.

I assign anyone to training the two Tauros, but if anyone wants to own one of them, let ðe the next ruler know!

Winter, Opal 8

Started a new project; took advantage of a small cave to make a training room for the military. Beds will be inside, while they'll train in the daylight to avoid getting sun sickness (like me).



It's also where we're housing our mason workshops for now.

Winter, Opal 19

Ooh, fun!

-alolan Graveler (♂) cage (oaken)-

I assign this one to be trained by anyone as well, but it's allowed to anyone who wishes to have a glorious bearded rock.

We catch a regular Graveler while we're at it as well!

Winter, Opal 21

...So, thing about jumping the gun on pasturing a Pokemon before taming it while it's in its cage.

The stray tauros misses the graveler!  
The stray tauros attacks the graveler    it He jumps away!  
The stray tauros use Horn Attack on the graveler in the second left upper arm with his left horn, fracturing the stone!  
The stray tauros attacks the graveler but He jumps away!  
The stray tauros use Horn Attack on t    graveler in the head wi    his left horn, chipping the stone!  
The stray tauros use Horn Attack on the graveler in the right upper leg with his left horn, fracturing the stone!  
The stray tauros use Horn Attack on the graveler in the first left hand with his left horn, shattering the stone!  
The stray tauros use Horn Attack on the graveler in the right lower leg with his left horn, fracturing the stone!  
The stray tauros use Horn Attack on t    graveler in the head with his left horn, but the attack glances away!  
The graveler misses the stray tauros  
The stray tauros stands up.  
The stray tauros use Horn Attack on the graveler in the second right lower arm with his left horn, fracturing the stone!  
The graveler attacks the stray tauros but He jumps away!  
The stray tauros misses the graveler!  
The graveler uses Smack Down on the stray tauros in the left front hoof, fracturing it!  
The stray tauros has become enraged!  
The stray tauros use Horn Attack on the graveler in the head with his left horn, but the attack glances away!  
The stray tauros attacks the graveler but He jumps away!  
The stray tauros charges at the miner!  
The stray tauros collides with the miner!  
The miner is knocked over and tumbles backward!  
➡The stray tauros stands up.

Whoops.

I order the Legion of Druddigons to strike it down; we get away with no casualties, but injuries; one of the Tauros having its hooves broken and MCreeper's right hand being smashed open.

Winter, Obsidian 12

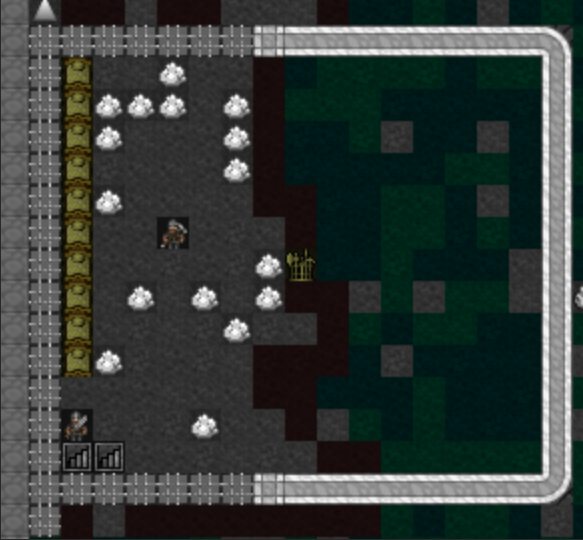
<https://www.youtube.com/watch?v=U5mwfHgIRtg>

Totem VikavoltWild Animal

Okay, so it's probably very little cause for alarm, but come on, I wanted an excuse to link a song.

Winter, Obsidian 23





Finished the barracks!

### Spring, Granite 8

And so, it ends.



Well, it was fun and all, but I'm kinda done being the ruler anyways. I wanna go back to my studies.

Library

All visitors welcome

Bookcases: 5  
Written objects (incl. copies): 0

Total number of each to scribe: a: 2)Boxes/bags in common area: 2

Writing Material (Desired): 0 (b: 10)Tables: 8  
Chairs: 8

Scholar  
Scholar  
Scribe

`RedMageCole' Likotgulnas, Overseer

Assign occupation

Assign occupation

However, I was unsure of who to leave in charge of this place... when I figure, you know what? Professor Phoenix would be a good idea. Therefore, I appoint Professor Phoenix as the new overseer.

`FirePhoenix11' Kennomal, Pokemon Professor (Overseer)

No Job

Good luck to you all! I'm cracking open a booze and writing my first gore porn novel, because I am just that messed up at the moment.

### CURRENT POKEMON

Hunting-Trained



War-Trained



Training



Untrained



Vermin-like



Dead



And so ends my reign; I'll be sending the file to FirePhoenix11 right now!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 27, 2017, 07:51:14 pm**

*Alolan Graveler. Gimme.*

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 27, 2017, 07:56:50 pm**

Quote from: RedMageCole on April 27, 2017, 07:43:12 pm  
Aww, vermin-like Pokémon don't evolve? That sucks. Well, hopefully we'll be able to compensate.

They're good for selling, unless someone prefers them to keep as a pet.

I'll do some of my turn later today. I'm about to push another update for the mod as I've got 5 Pokémon left to do in Gen 5.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 27, 2017, 08:02:04 pm**

Aww, I wanted the graveler. Oh well, I'll take a Tauros.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 28, 2017, 07:18:01 am**

Quote from: FirePhoenix11 on April 27, 2017, 07:56:50 pm  
Quote from: RedMageCole on April 27, 2017, 07:43:12 pm  
Aww, vermin-like Pokémon don't evolve? That sucks. Well, hopefully we'll be able to compensate.  
They're good for selling, unless someone prefers them to keep as a pet.  
I'll do some of my turn later today. I'm about to push another update for the mod as I've got 5 Pokémon left to do in Gen 5.

Idea; vermin are still items, right? What if you made a workshop that uses vermin as items and turns them into their evolved, non-vermin forms?

For example; if I selected an 'Evolve Budew' reaction, I can put a 'tame budew' into the workshop, along with maybe an item for happiness, and then the 'tame budew' would turn into a 'Stray Roselia'!  
Would that work? If you think it's possible, I wouldn't mind being the one (attempting) to mod it in so you can finish Gen 5 and the other projects you stated in your polls! I've always wanted to try and mod for Dwarf Fortress!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 28, 2017, 07:25:23 am**

This journey out into the wilds has provided a wealth of information for my research, just as I had been hoping. Turns out, there's more Pokémon than we initially thought. At least 750 with more being discovered by the day. There can't be many more right? None the less, my research has kept me very busy.

Just as I had finished categorising some new found Pokémon, the Overseer RedMageCole came up to me. Claiming he wanted to get back to his own studies and needed to put someone in charge as the new Overseer. Obviously seeing me as the best choice. I haven't been too involved with anything outside my own research, and I'm not much of the leader type. But I guess someone has to do it. Besides, Cole had done quite a good job, and you can't keep a scholar away from their studies for too long.

I guess my research will have to wait for now, I imagine being the Overseer will keep me quite occupied.

Spring, Granite 1

Immediately after setting myself up as the new Overseer, Glass and Beirus asked about wanting to own some of the newly caught Pokémon. Both wanted the Alolan Graveler, but Glass was a bit possessive. So instead, Beirus wanted a Tauros. I had to insure both of them that they would eventually get to own them, we just need to spend a bit more time learning how to keep them calm. I only know a few facts about Tauros, being rather similar to that of a Miltank besides the innate violent nature. But I haven't got to study a Graveler before, nor could I find anything that the others had discovered. Hopefully they will note down their discoveries for everyone, I for one would love to know more.

**tauros** **A few facts**

For now, I'm putting Pokémon we don't have too much experience with into cages. I know it isn't ethical, but it's much safer than having a rampaging Tauros tear through the halls. I'll insure that they are well kept and fed.

Anyway, the first thing I do is look over the various paperwork. Especially that regarding our stocks.  
Spoiler (click to show/hide)

Created Wealth:		Population:		37	
You need a broker with the appraisal skill.		Miners	⊗ 3	Axedwarves	⊗ 1
		Woodworkers	⊗ 2	Axe Lords	⊗ None
		Stoneworkers	⊗ None	Swordsdwarves	⊗ None
		Rangers	⊗ 2	Swordmasters	⊗ None
Trade Information:		Metalsmiths	⊗ 2	Macedwarves	⊗ None
You need a broker with the appraisal skill.		Jewelers	⊗ None	Mace Lords	⊗ None
		Craftsdwarves	⊗ 1	Hammerdwarves	⊗ 1
		Nobles/Admins	⊗ 2	Hammer Lords	⊗ None
		Peasants	⊗ 1	Speardwarves	⊗ None
		Dwarven Childrn	⊗ 15	Spearmasters	⊗ None
		Fishery Workers	⊗ 3	Marksdwarves	⊗ None
Food Stores:		Farmers	⊗ 3	Elite Mrksdwrvs	⊗ None
Meat	None	Engineers	⊗ None	Wrestlers	⊗ None
Fish	5	Trained Animals	A 7	Elite Wrestlers	⊗ None
Plant	9	Other Animals	A 7	Recruit/Others	⊗ 1
Seeds	60?				
Drink	6				
Other	90?				

Turns out, we're low on both food and drink. Guess I was so occupied before that I didn't really notice, but now its my responsibility. And it would help if someone actually took the time to count our stocks, instead of just estimating ~~or being lazy about it~~.

[Spoiler](#) (click to show/hide)

expedition leader	'RedMageCole' Likotgulnas, exp	[REQUIRE][DEMAND][MANDATE]
militia commander	'Nopal' Fikodar, militia comma	[REQUIRE][DEMAND][MANDATE]
sheriff	VACANT	
hammerer	VACANT	
manager	ùshrìr Asteshotsus, manager	[REQUIRE][DEMAND][MANDATE]
chief medical dwarf	VACANT	
broker	VACANT	
bookkeeper	ùshrìr Asteshotsus, manager	[REQUIRE][DEMAND][MANDATE]
militia captain	NEW	

Apparently Ushrìr was responsible, so when I asked him about it. He said he needed his own office to work, not some crowded library. So I suppose that should be one thing to get out of the way first.

Looking over the current floor plans. I realise that its rather compact and crowded here. Maybe I should do something about that, but right now I've planned a new hall leading out from the main stockpile, with a space where Ushrìr can setup his own office. Hopefully the footsteps and chatter above him won't distract too much from his work.

[Spoiler](#) (click to show/hide)



Now, to deal with the looming food/drink crisis. Taking a look at the food stocks myself, it turns out that all this "other" food we have could be raw fish.

raw fish 90?

And with only one Fishery, I imagine trying to prepare all that by yourself being a slow process. So I also designate a few more spaces for new Fisheries to be made and asked someone else to help prepare.



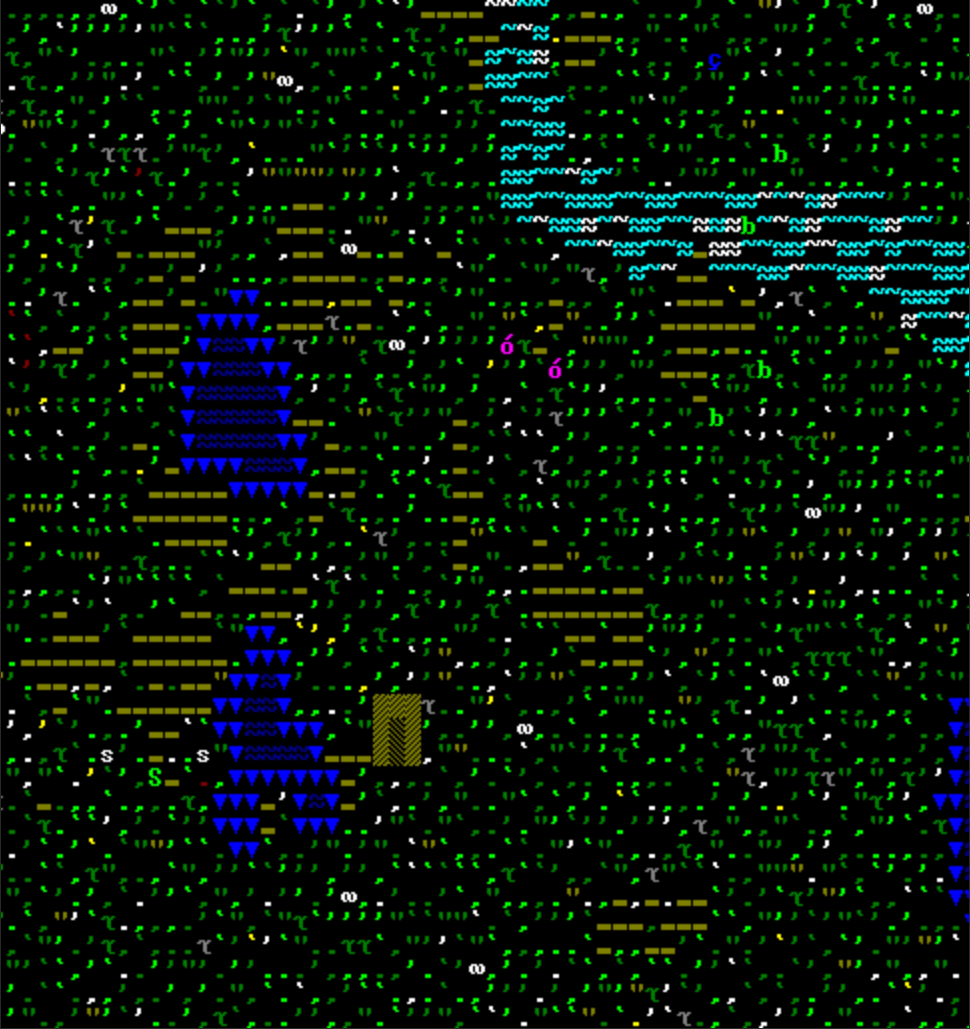
I've also ordered more drinks to be made, people shouldn't mind eating Poliwag for a while.

This doesn't seem to hard so far.

Taking a look outside and... Wow, its been a while since I've seen out here.

[Spoiler](#) (click to show/hide)





All the tree's are chopped down... Surely the Elves won't be happy about that...

But I see that the Trade Depot is kept out in the open, so I'll have it moved inside and the Kennels moved toward the stairs to the Pokemon area. I guess the entrance will need to be expanded to allow for wagons. We need a bit more of a secure entrance anyway, I'm sure these wood doors aren't as strong as a bridge. At least when we get something more tougher then Rock Salt.

[Spoiler \(click to show/hide\)](#)



I can also see that strange Vikavolt that was reported. The aura surrounding it is a sure sign its a "Totem" Pokemon. They are like their normal counterparts, but much bigger and somewhat more aggressive. Hopefully it wont give us too much trouble, especially if we try to catch it. I'd love to further my research into the origins of that aura, and maybe even use it to our own advantage.

Spring, Granite 3

**Thief! Protect the hoard from skulking filth!**

Our Grass types spotted a Kobold and raised the alarm. Apparently its not an ordinary thief.



He promptly runs off.

Spring, Granite 4

That Totem Vikavolt flew off... Hopefully we can catch one of those Totem Pokemon in the future.

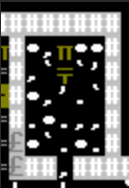
Spring, Granite 6

Doing a little expanding to give jewelers quicker access to rough gems, they wont have to walk so far to retrieve them now.



Also ordered some to go out and gather plants, we could kinda use some more things to brew. Since Lord\_lemonpie isn't busy, I've asked them to do it, aided by a few others. I marked a zone for it, so it should be done passively. Also made one for water, since drinks are a bit lacking at the moment. People shouldn't wonder so far when the brook is right there.

Spring, Granite 8



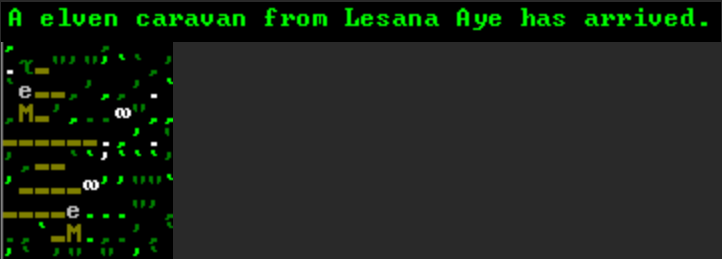
Ushrir can finally get to work. Some more accurate stock reports should be helpful.

Spring, Granite 11

With so much room underground, I figured we could use bigger hallways so people don't get as crowded. Also designated some spaces for more workshops. Since we don't appear to have any mason's workshops. Maybe later I'll have some Clothier shops and looms put in. [Spoiler](#) (click to show/hide)



Spring, Granite 14



I'm told an Elven caravan is on its way in, along with their Mamoswine. Hopefully they ain't too mad at us for the uh... Destruction. Also a Scholar also showed up right behind them.

I go out to greet them and inspect their wares.  
<midday Form Lycanroc (♀) cage (apricot wood)>  
<steelix (♀) cage (oaken)>  
<pidove (♀) cage (pecan wood)>

Of course my first interest is any Pokemon they brung, and my word! a Steelix!? Gotta feel sorry for the Mamoswine that had to carry it.  
26644Γ

They also got a Lycanroc, specifically a Midday Form. Much more easy to handle compared to their Midnight Form. There's also a cute little Pidove, I'm sure someone would love that as a companion.

Now, I'm not so good at appraisal, I mean I can easily guess how much a Pokemon could be worth. But no idea on much else. So I'll get someone else whose might be better. If there is anyone. I'll let the new Pokemon settle in, the Elves should have trained them well enough that they can roam freely.

Spring, Granite 17

Sibrek Umāmkilrud, Miner withdraws from society...

Some things up with Sibrek, hope he's okay.

Spring, Granite 22

Some migrants have arrived.

Seems there's more arrivals.

[Spoiler](#) (click to show/hide)

- 6 Fishery workers.
- 2 Peasants. 1 assigned to the Legion of Druddigons, saying she's a good Macedwarf. The other assigned with wood/stone work.
- 3 Rangers.
- 1 Gem Setter.
- 4 Farmers.
- 1 Mason.

1 Craftsdwarf.  
1 Wood Burner.  
1 Weaponsmith.  
1 Wood Worker.  
1 Spinner.  
1 Monferno.  
1 Glameow.  
1 Braixen.  
1 Feraligatr.  
1 Blastoise.  
1 Froakie.  
and 9 Children.  
Don't know why so many have taken interest, surely its going to get even more crowded here. They also had a few Fire/Water types with them. Welcome additions to the fort.

Spring, Granite 25

**SibreK Umāmkilrud has claimed a Mason’s Workshop.**  
Whilst I was greeting the new arrivals, apparently SibreK claimed one of the new Mason workshops.

Also with all these new faces, I guessed it was time for a dormitory. So people at least don't have to sleep on the floor.



Spring, Granite 26

**SibreK Umāmkilrud has begun a mysterious construction!**  
Having gathered everything, SibreK is now working on something that apparently he doesn't want to show anyone yet. I Wonder what it will be.

Spring, Slate 3

**SibreK Umāmkilrud, Miner has created Azuzedos, a borax weapon rack!**

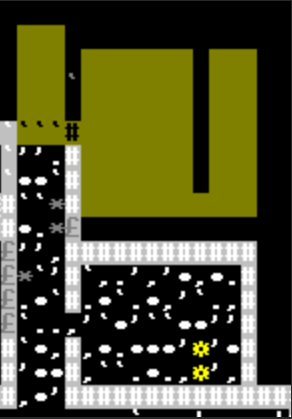
This is a borax weapon rack. All craftsdwarfship is of the highest quality. It is decorated with tauros bone. This object menaces with spikes of borax and rock salt.  
On the item is an image of dwarves in borax. The dwarves are laboring. The artwork relates to the foundation of Pocketball by The Awe-inspiring Bulb of The Scholarly Rags in the early spring of 52.

SibreK had completed his project and revealed a rather interesting weapon rack. I'm sure the military would enjoy keeping their weapons in this.

Say... We got a few new rangers, why not have some Marksdwarves too.

I asked which was the best of them and assigned them to lead the new squad. They called it the "Attics of Defending". Funny how we don't really have an attic, but it kinda fits. Joining along with them was 3 other rangers. For now they can train with the other squad.

**Astesh Kidetlokum, Weaponsmith has been elected mayor.**  
Astesh was also elected mayor. She mentioned to me that she required an office, a decent one at that, so I suppose I'll get onto that.



Spring, Slate 5

**The tauros has reverted to a wild state!**  
Lucky I kept them caged up, a wild Tauros can be deadly. At least I know how to calm down a Tauros. (Funny enough it was actually my Dwarf who came along and re tamed it).  
[Spoiler](#) (click to show/hide)

```
'FirePhoenix11' Kennomal, Po
"FirePhoenix11' Whimstaves"
♂

Tame Tauros
Dabbling Observer
Dabbling Fighter
Dabbling Striker
Dabbling Kicker
Dabbling Dodger
Novice Animal Trainer
Novice Animal Caretakr <Rsty
Novice Animal Dissectr <Rsty
Adequate Trapper <Rusty>
Dabbling Grower

c: Combat  b: Labor  m: Misc
Enter: View Job
```

Also, yet another Scholar also came to visit, I'm always glad to have more smart minds around here.

Spring, Slate 7

**The alolan Graveler has reverted to a wild state!**  
Very good idea to cage them. Suppose I can try a thing or two to calm it down.

Spring, Slate 12

**The merchants from Lesana Aye will be leaving soon.**  
The Elves are about to head off, they didn't have much else of use, besides the usual wood weapons and clothing. From my talks with them, they didn't seem all to pleased with what happened to the surrounding area. I hope the trading made up for the bad impression we might have made.  
**The merchants from Lesana Aye have embarked on their journey.**

Spring, Slate 20

**Astesh Kidetlokum, mayor has mandated the construction of certain goods.**  
**Mandates:**   **Make figurines <1/1>**  
Astesh demanded a figurine to be made, I assured her it would be done. I could even make it myself if I was good at crafting.

Spring, Slate 22

Presented Astesh with her new office. She said it was quite "modest" and could be fancier. Also laid out what she wanted in it. I've ordered them to be made, along with some extras just in case.



Holdings:

Modest Office  
Modest Quarters  
Modest Dining Room  
No Chests  
No Cabinets  
No Weapon Racks  
No Armor Stands

Needs: Decent Office  
Needs: Decent Quarters  
Needs: Decent Dining Room  
Needs: 2 Chests  
Needs: 1 Cabinet  
Needs: 1 Weapon Rack  
Needs: 1 Armor Stand

Since she wanted a weapon rack. I decided to put Azuzedos, Sibrek's creation, in her office... And she was ecstatic! Immediately went and admired it, claiming it made her office the best any noble could have, maybe even equivalent to royalty. I'm sure that was an overstatement.



Throne Room  
Great Bedroom  
Great Dining Room

Spring, Felsite 5

**Astesh Kidetlokum, mayor has imposed a ban on certain exports.**  
**Mandates:**   **Export of quivers Prohibited**  
I had taken some down time to try and catch some more Pokemon. There should be an easier way... Maybe I'll have to inquire Glass about his so called "Pokeball" idea. When I got back, Astesh demanded no quivers be exported. I kinda just accepted it. We didn't really have many quivers anyway, besides the ones our rangers have, and there's no plans on selling them...

Spring, Felsite 8

Food Stores:	263	
Meat	None	Seeds 73
Fish	36	Drink None
Plant	61	Other 93

A quick check of our stocks showed that we had ran out of drinks again, guess I forgot to order some more to be brewed, since we where good for a while. Easily fixed tho. I'll also order some pots to be made as we have so much stone lying around.

Spring, Felsite 11



*There has to be an easier way...*  
(Pro Pokemon catching strats)

Spring, Felsite 13

**The dwarves of The Awe-inspiring Bulb now know a few facts about graveler training.**  
Apparently we have discovered a few facts about Graveler, I'll be sure to go through the notes when I can.

Spring, Felsite 16



We may need a few more beds...





Another Pika...

Minikyu

Erm, I mean. Mimikyu has come along. I heard what happened to Cole's last one, so I think he'll enjoy a new one.



So close...

Spring, Felsite 24

Another Scholar has come to visit. The others had left, so she's the only one at the moment.

'RedMageCole' Likotgulnas has created a masterpiece \*oaken chest\*

Speaking of Cole, he also made a masterpiece. Guess he needed a break from his studies again. We all gotta have a hobby right?

It is now summer.

Phew, that wasn't so hard. Things are going all right. There's still 3 more seasons to go according to what Cole said, but I think I might be getting the hang of this.

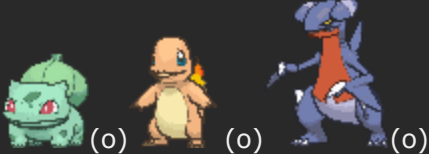
CURRENT POKEMON

(o) = owned.

Hunting:



War:



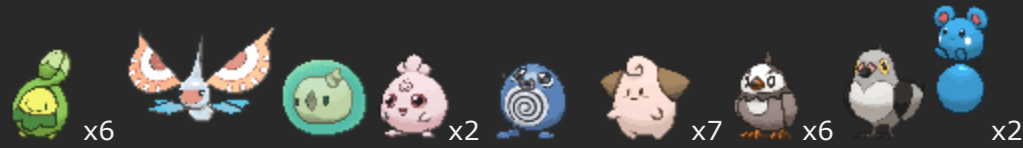
In training:



Untrained:



Vermin:



Dead:



Title: **Re: Welcome to the World of Dwarvemom! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 28, 2017, 07:30:01 am**

Quote from: RedMageCole on April 28, 2017, 07:18:01 am

Quote from: FirePhoenix11 on April 27, 2017, 07:56:50 pm

Quote from: RedMageCole on April 27, 2017, 07:43:12 pm

Aww, vermin-like Pokemon don't evolve? That sucks. Well, hopefully we'll be able to compensate.

They're good for selling, unless someone prefers them to keep as a pet.

I'll do some of my turn later today. I'm about to push another update for the mod as I've got 5 Pokemon left to do in Gen 5.

Idea; vermin are still items, right? What if you made a workshop that uses vermin as items and turns them into their evolved, non-vermin forms?  
For example; if I selected an 'Evolve Budew' reaction, I can put a 'tame budew' into the workshop, along with maybe an item for happiness, and then the 'tame budew' would turn into a 'Stray Roselia'!  
Would that work? If you think it's possible, I wouldn't mind being the one (attempting) to mod it in so you can finish Gen 5 and the other projects you stated in your polls! I've always wanted to try and mod for Dwarf Fortress!

Reactions cant transform creatures (it would make evolution by stones/items way easier), unless you make it create a syndrome spewing rock that transforms them. As mentioned before, vermin are immune to syndromes. Also I can't remember where I read it, but transforming from vermin to creature results in a vermin sized creature. So there's probably other weirdness that could happen with it.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 28, 2017, 07:35:51 am**

Darn, that stinks. :( Though maybe there's a way to increase the size of the creature...?

Also, nice update! You put me to shame for sure on the updates; everything was so clear and detailed it had me excited for every second! Also, sorry about the tight corridors as well as the... lack of mentioning the food stocks were low. I could have sworn I was building more fisheries, but I guess I must have forgot. Whoops.

Also, Asteth better not make things hard for you or I'll be arranging an 'unfortunate accident' with this masterwork chest I made. >:(

And yaaay, Mimikyu! (I gotta admit, I chuckled at the 'busted' Mimikyu for the dead sprite) If we can't catch it though, I'd gladly settle for the Braixen as a reading partner!...If it isn't already taken by one of the migrants.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 28, 2017, 07:46:31 am**

***Give me your fire starters.***

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 28, 2017, 07:49:31 am**

Quote from: Glass on April 28, 2017, 07:46:31 am

***Give me your fire starters.***

But... But I *like* Braixen. :(

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 28, 2017, 07:52:30 am**

Quote from: RedMageCole on April 28, 2017, 07:49:31 am

Quote from: Glass on April 28, 2017, 07:46:31 am

***Give me your fire starters.***

But... But I *like* Braixen. :(

***Give them to me. You surrendered your right to the fire when I was named blacksmith.***

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 28, 2017, 09:02:47 am**

Quote from: RedMageCole on April 28, 2017, 07:35:51 am

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Also, nice update! You put me to shame for sure on the updates; everything was so clear and detailed it had me excited for every second! Also, sorry about the tight corridors as well as the... lack of mentioning the food stocks were low. I could have sworn I was building more fisheries, but I guess I must have forgot. Whoops.

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Thanks, I was hoping that I didn't do too bad for my first time. Also the Braixen is taken. I'll go through and mark what Pokemon are owned.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **April 28, 2017, 11:45:36 am**

Hey I think we need a well. Considering the neighbor Necromancer maybe soon we'll have to lock ourselves inside the fort. Also, great update **FirePhoenix11**, I really enjoyed it.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 28, 2017, 12:20:22 pm**

I WANT THAT LYCANROC! And maybe the Steelix too if it's not too greedy. I'll war train em. Going for a Ground/Rock/Steel/Dragon team.

Edit: Also, someone may have suggested this before, and maybe this should go in the mod thread, but what about making a Snag Glove ranged weapon to fire liquid "snag ball" globs that give a syndrome on contact to tame what it hits? Or a transformative syndrome to turn what it hits into an exact copy that is friendly? It would work for catching for hunters, who could be named Snaggers if desired, and allow catching enemy war pokemon. I'm not super familiar with missing, but I thought I'd suggest it.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 28, 2017, 06:16:20 pm**

Quote from: Beirus on April 28, 2017, 12:20:22 pm

Edit: Also, someone may have suggested this before, and maybe this should go in the mod thread, but what about making a Snag Glove ranged weapon to fire liquid "snag ball" globs that give a syndrome on contact to tame what it hits? Or a transformative syndrome to turn what it hits into an exact copy that is friendly? It would work for catching for hunters, who could be named Snaggers if desired, and allow catching enemy war pokemon. I'm not super familiar with missing, but I thought I'd suggest it.

Unfortunately syndromes or interactions cant make a creature tame/friendly directly. The only plausible way for adventurers at least, is to make them able to speak and change their personality to make them want to join you.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 28, 2017, 09:41:20 pm**

One would think Pokemon would be very simple to add to the game, and really, it's not. That's why my hat is very much off to Phoenix.  
~~Now implement base stats, EVs and IVs~~

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 28, 2017, 09:53:35 pm**

Quote from: RedMageCole on April 28, 2017, 09:41:20 pm

One would think Pokemon would be very simple to add to the game, and really, it's not. That's why my hat is very much off to Phoenix.  
~~Now implement base stats, EVs and IVs~~

Did that like 2 updates ago (besides EVs, but you can count that as skill gain I guess).

Post by: **RedMageCole** on **April 28, 2017, 10:02:50 pm**

Quote from: RedMageCole on April 28, 2017, 09:41:20 pm

Did that like 2 updates ago (besides EVs, but you can count that as skill gain I guess).

Seriously? Damn, that's *awesome*.

Post by: **FirePhoenix11** on **April 28, 2017, 10:07:24 pm**

Quote from: FirePhoenix11 on April 28, 2017, 09:53:35 pm

Did that like 2 updates ago (besides EVs, but you can count that as skill gain I guess).

Seriously? Damn, that's *awesome*.

Spoiler (click to show/hide)

Not for those with an attack stat of 5.

Post by: **FirePhoenix11** on **April 29, 2017, 01:38:43 am**

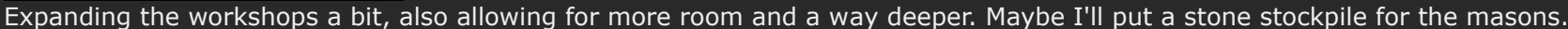
Once again Glass and Beirus came up asking about having some Pokemon, followed along with Cole. Glass seemed adamant on wanting all the Fire type starters, telling Cole they were forfeit to him. Unfortunately, they are already owned. Hope he's not too angry. Beirus also wanted to train the new Lycanroc and Steelix. I gladly let him since Lycanroc's speed and Steelix's size and strength would make great additions to the military.

Another look over the stock reports shows we still have plenty of raw Pokemon waiting to be prepared.

At least we won't be short of food now, as long as we don't over fish too much.

## Summer, Hematite 4

Spoiler (click to show/hide)



## Summer, Hematite 9



The new depot is almost ready for use. There's a stockpile for things to sell nearby. I'll have the bridge operational soon hopefully, so we can finally get rid of those doors.

Summer, Hematite 10

An animal has become a Stray war Steelix.  
An animal has become a Stray war Midday Form Lycanroc.

Beirus has done well in training his new Pokemon.

There is nothing to catch in the central swamps.

Well... This should be a seasonal thing. I hope...

Summer, Hematite 11

That Mimikyu wondered off. Hope Cole isn't too sad about that.



A wild Pidgeotto was caught! I looked around for any information regarding their taming, and found none... There's a lot regarding its evolution, Pidgeot, but none for a Pidgeotto? Guess someone must have left them back at the mountain homes... Looks like some new ones will have to be written up.

pidgeot Domesticated

Summer, Hematite 13

A human caravan from Mong Zoku has arrived.

The Humans seem to have taken more interest then what our Library has to offer their Scholars. They bring a caravan full of goods. With a Gogoat and Skiddo assisting them.



Astesh will greet them whilst I look over the supplies. Some rock crafts have also been ordered, that should clean the place up of some loose stone lying around.

<primarina <♀> cage <lead>>  
<wartortle <♀> cage <tin>>

Ah, more water types. A Primarina and Wartortle. I'll get Astesh to trade for them, she's more the people person than I am (and she can actually appraise). That Primarina should lighten up the place with its singing.

Whilst I detest the skinning of Pokemon, we do kinda need leather. So I had Astesh get us some. From what I can identify, it seems they have access to a number of water Pokemon, so hopefully we can get some Pokemon from the sea.

Spoiler (click to show/hide)

<samurott leather>	5*	2Γ	
<charmander leather>	5*	2Γ	
<solosis leather>	5*	2Γ	
<chespin leather>	5*	2Γ	
<greninja leather>	5*	2Γ	
<grovyle leather>	5*	2Γ	
<dragalge leather>	5*	2Γ	
<cyndaquil leather>	5*	2Γ	
<ampharos leather>	5*	2Γ	
<furret leather>	5*	2Γ	
<Leather Bin <persimmon wood>>	60*	33Γ	[T]
<barbaracle leather>	5*	2Γ	
<slowpoke leather>	5*	2Γ	
<charmander leather>	5*	2Γ	
<braixen leather>	5*	2Γ	
<luxray leather>	5*	2Γ	
<popplio leather>	5*	2Γ	
<spheal leather>	5*	2Γ	
<popplio leather>	5*	2Γ	
<omastar leather>	5*	2Γ	
<tympole leather>	5*	2Γ	

Also, since we are out of meat, I had some bought for us along with some Moomoo cheese. It won't last long, but it might make a few happy.

<prepared empoleon kidney [5]>  
<prepared pelipper spleen [5]>  
<chopped greninja liver [5]>  
<noiibat meat [5]>  
<prepared greninja spleen [5]>  
<reuniclus meat [5]>

Two Scholars where not too far behind them. Kinda rude to not wait for them.

Summer, Hematite 17

Astesh Kidetlokum, mayor has been re-elected.

Congrats again Astesh. Clearly the people love you.

I also set up a few smaller, seperate farms. In case we get anything else we want to grow. Also made a place for seeds, since they are



cluttering up the food stockpile.



Summer, Hematite 19

This place is pretty maze like, so I planned to have this bit of wall dug out. It should make things a bit easier.



And it obviously shows when they decided to walk all the way around and dig from the opposite side...

Summer, Hematite 25

With a number of female Pokemon running around, we could make some nesting boxes for them to lay eggs in. We currently don't have any pairs we could breed, but there was a suggestion of having them as food. That's outrageous! but if the people want it, then I suppose... It must be...

On the topic of food. We have ample supply now, so why not make something more fancy? I'm sure someone can whip up a nice dish with all the seeds we have.

Summer, Malachite 8

Got a stone stockpile for other stone, now the masons wont have to lug it as far. Also got some siege workshops ready to set up. I'm not too knowledgeable in the art of siege, so maybe someone else could think of a good use for such machines.



Summer, Malachite 12

**The merchants from Mong Zoku will be leaving soon.**

The Humans will be off soon. They mentioned that they *might* bring along more Pokemon next year. Hopefully unique ones.

**The merchants from Mong Zoku have embarked on their journey.**

Summer, Malachite 15

My these biscuits are great.

```
-fisher berry seeds biscuits [2]-
+strawberry seeds biscuits [2]+
-rope reed seeds biscuits [2]-
finger millet biscuits [2]
*carrot seeds biscuits [2]*
+carrot seeds biscuits [2]+
+carrot seeds biscuits [2]+
-carrot seeds biscuits [2]-
-carrot seeds biscuits [2]-
-carrot seeds biscuits [2]-
carrot seeds biscuits [2]
carrot seeds biscuits [2]
carrot seeds biscuits [2]
```

Certainly knew the cooks could make something from all these seeds.

Summer, Malachite 24

**Some migrants have arrived.**

Ah, welcome new comers!

Spoiler (click to show/hide)

- 1 Clothier.
  - 1 Woodcrafter.
  - 1 (Com)beekeeper.
  - 1 Fish Cleaner.
  - 1 Thresher.
  - 1 Miller.
  - 1 Peasant (Axedwarf assigned to the military).
  - 1 Skiddo.
- Huh... Not as many this time, but welcome none the less!

Summer, Galena 1

The bridge is ready! Now we should be a bit more secure.

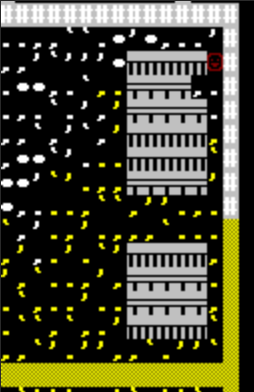


Also ordered some various crafts, since people are starting to idle around a bit.

Make wooden bolts  
Make wooden crossbow  
Construct wooden Chair  
Make rock Mug  
Construct rock Table

Summer, Galena 5

It just dawned on me that we don't really have a place to eat. So I laid out plans for some dining tables. We got all this room to meet, but nowhere to eat.



(Currently don't have enough tables/chairs, will be made soon tho.)

Olon Alãththosbut has created a masterpiece \*apricot wood chair\*!  
And such a masterpiece deserves to be used at the new dining area for all to admire.

Summer, Galena 18



Some Iggybuff wonder around the new dining room. No idea how they got there, but I'll have to see what draws them there (Pokemon must also admire masterworks ~~its totally not because its sand there~~).

Summer, Galena 19

What? Glass' Charmander and Cole's Bulbasaur are evolving! (<https://www.youtube.com/watch?v=77qa-ER0ZRA>)  
Stray war Charmander <Tame> has transformed into a charmeleon!  
Stray war Bulbasaur <Tame> has transformed into a ivysaur!

Congratulations! Your Charmander evolved into Charmeleon, and your Bulbasaur into Ivysaur.

Summer, Galena 21

Rodi Anirrin, lady consort is visiting.  
Well. Erm. Welcome! Hope you enjoy your stay here.

Summer, Galena 24

Snagged another Pidgeotto. I've asked anyone willing enough to try and train them.  
The pidgeotto has reverted to a wild state!  
The dwarves of The Awe-inspiring Bulb now know a few facts about pidgeotto training.  
Of course... At least we got a few facts down now.

Autumn has come.  
I might start to like this whole "Overseer" thing. Alas, I have to get back to my own research soon.

I think we're good for drinks now, seems that there is a lot of wine to be had.

Dwarven wine	196
Finger millet beer	6
Purple amaranth beer	2

Not that I mind, I've heard its better then booze anyway.

CURRENT POKEMON  
(o) = Owned.

Hunting:



War:



In training:



Untrained:



Vermin:



Dead:



Quick question: Would people prefer updates monthly or just seasonally? Honestly, it would allow people more of a chance to ask for Pokemon and stuff and react to anything that's going on. The Pokemon summery can be at the end of every season.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 29, 2017, 06:23:20 am**

:D  
One Pidgeotto, please!

EDIT: The water mermaid seal thing, too.  
EDIT2: And the Tepig.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 29, 2017, 11:31:08 am**

Diary of RedMageCole - Entry 1  
Professor Phoenix has been doing a great job on everything; it constantly reminds me that I'm a mess when it comes to leading, but ah well, good to have it fixed in the end, right? Had I known about Phoenix digging out a shortcut between the animal stockpiles and the entrance, I would have said something about saying that's in case a Pokemon reverted to its wild state, it wouldn't immediately go into the main area and start mauling civilians, but I'll just tell Phoenix about that later and I'm sure something better can be done.

I decided to pitch in a bit and look at the food stores, and... my god, I found four Wooper corpses there...! I paniced and asked a passerby dwarf why there were Woopers there, and he groaned and told me that they were food. Woopers as food? They don't look like fish, though... then again, Pokemon in general don't really look like fish; the fishery workers just manage to make fried Poliwag look good. Hopefully it'll be the same with those Wooper...

Also, no more Mimikyu, which I was sad about... until Bulbasaur evolved! Yess! Only a little more until she's a Venusaur! I'm extremely proud! She's good company at least; everyone stopped coming to my library once Phoenix built the dining room, since... all people used the library for was eating. At least I don't have to pick up scraps of Mudkip bone, but... sigh. At least Ivysaur's with me. There is the the occasional human scholar, though; they're good company, but they came to ponder the one book we have, not talk to me. I'm lonely.

And I don't really count the kids playing around in the library.

I got distracted, though; the true purpose of this diary is that I've been working on something. Something that I've been trying desperately to make and research. That's what this is all about; research. I'm an astronomer at heart, but the secret to evolution has piqued my interest. Phoenix tells me that it's impossible from most angles, but I'm gonna find one way or another so Phoenix can focus on the meat of the Pokemon World.

tame solosis

Evolution Chamber

Evolve Solosis into Duosion

No one says it's gonna be easy, let alone possible, but I'm willing to give it a try. Besides, I want to level my skill in !!SCIENCE!! anyways.

Lovely update as usual, Phoenix!

EDIT - I like seasonal updates, but it's up to everyone!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 29, 2017, 04:25:27 pm**

Also, I know my diary was just a thing to show that I'm having a little fun with Dwarvemon (hope Phoenix doesn't mind me tinkering with it, don't worry I won't like rip it off or anything) but I can just imagine the diaries of other dwarves in this fort.

Glass's diary of building 15 different weapons and yelling at people.  
Nopal's diary of being the military commander trying to get these morons to actually train and stop fooling around.  
Phoenix's diary of trying to put up with the constant ridiculous abuse of Pokemon as well as everyone screaming at a constant rate at each other.

Fun times.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 29, 2017, 06:15:10 pm**

Quote from: RedMageCole on April 29, 2017, 04:25:27 pm

Also, I know my diary was just a thing to show that I'm having a little fun with Dwarvemon (hope Phoenix doesn't mind me tinkering with it, don't worry I won't like rip it off or anything) but I can just imagine the diaries of other dwarves in this fort.

I don't mind, maybe your findings could help out the mod (and I'll probably use your name for the workshop, it sounds much better).

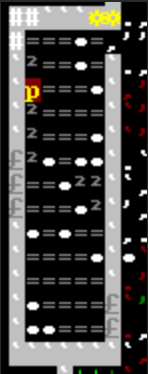
Also, I may do the last lot of my turn today, unless I do monthly updates. I'll be busy throughout the week and I don't want to keep the game stalled for everyone for so long.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 29, 2017, 10:24:38 pm**

As usual, the requests for Pokemon must be dealt with first. It was just Glass this time, wanting one of the new Pidgeotto and "The water mermaid seal thing" which I assume he meant the Primarina. Couldn't blame him for not knowing its actual name, it is a rather recent discovery. He also wanted that Tepig that no one else has wanted for a while, it seemed rather glad to finally have a trainer of its own. (Although no one owns over 6 yet, I think we should limit people to that many.)

Autumn, Limestone 1

I recall there being a problem with Necromancers nearby. If they can really raise the dead, then I imagine this being a problem.



With direct access to all our refuse, its basically free candy for them. I assume they can't raise what is essentially "dead" already (Ghost types cant be reanimated), so that Mimikyu won't be coming back. But everything else is a problem, so I'll have a strong door made for it.

We have a piece of Gabbro. That should be sufficient enough to make one.



Say... Where did we get it anyway? I'll have to inspect it closer and...

**Graveler** **Deceased**

Oh my... Well, er... It will be serving a much more useful purpose now at least. The things we do for our own betterment...

Autumn, Limestone 3

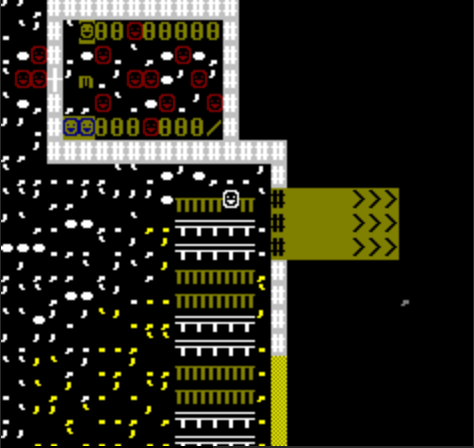
**Thief! Protect the hoard from skulking filth!**

That same Kobold from the start of the year is back, spotted yet again by the grass types. Obviously, it isn't his sneakiness that he's known for.

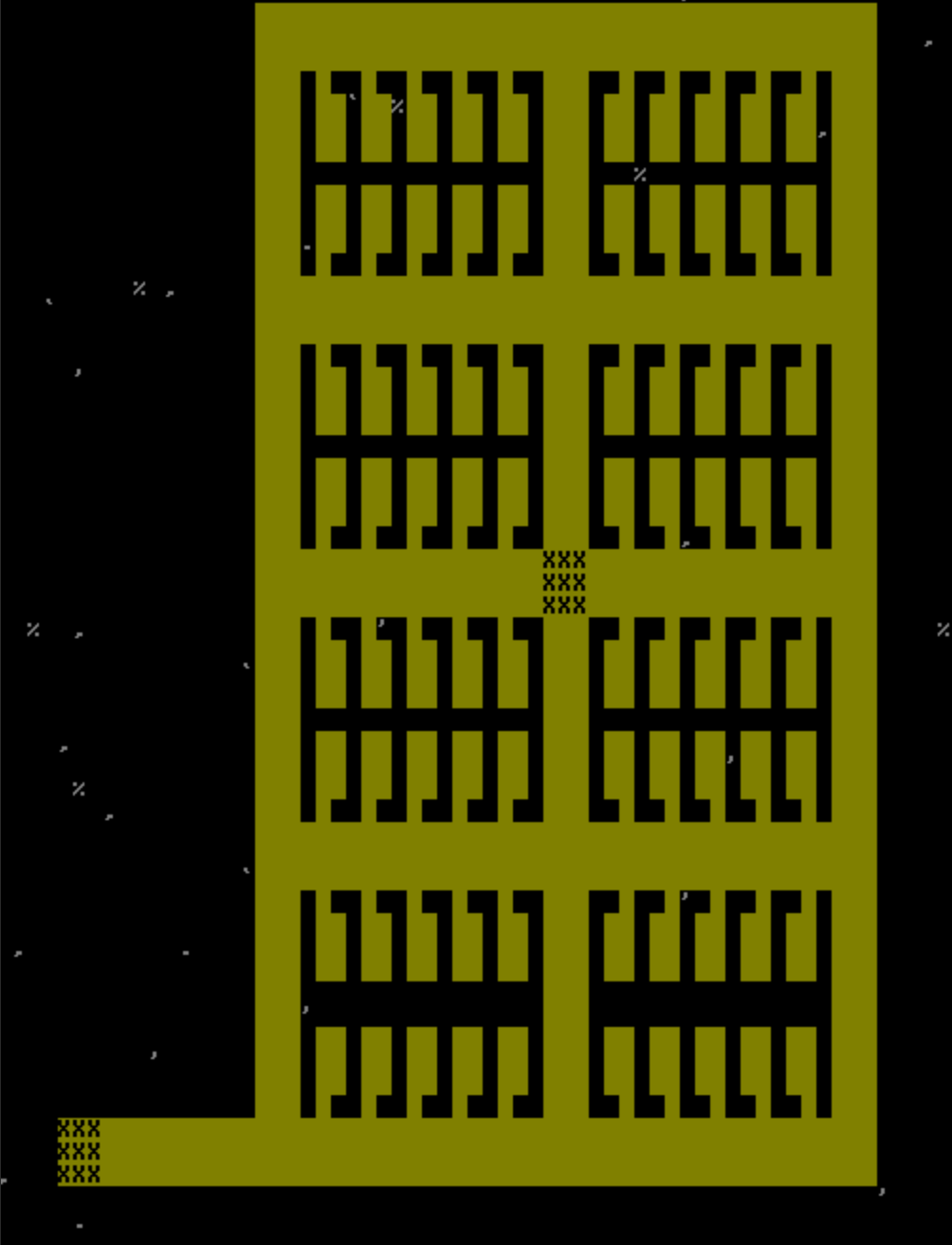
Autumn, Limestone 4

With all the miners idling, I decided to plan some expansions. With almost 75 staying here, it might be time to have some individual bedrooms for everyone. It will keep the miners busy for a while at least.

Spoiler (click to show/hide)







(Gotta love being 1 off...)  
It's quite big, yes. But there's at least enough rooms for 80, with the ability to dig out more when needed. Figured we have enough for at least decent sized rooms with a bed, cabinet and a desk. I'll have all those made whilst they are being dug out.

Autumn, Limestone 9

The outpost liaison Ustuth Giginmosus from Mishthemunib has arrived.  
A caravan from Mishthemunib has arrived.

A caravan from the mountain homes has arrived. Hopefully the meeting with our liaison goes well.

The world is the same as ever.

That's good to know. I've requested some Mareep/Flaaffy and maybe a Miltank or two, we could really use some wool. With some additional Miltank, maybe we can make our own supply of Moomoo cheese. If they can't get us a Mareep or Flaaffy, they agreed to bring some yarn along.

Mareep	-!0!-
Mareep	-!0!-
Flaaffy	!0!--
Flaaffy	!0!--
Miltank	!0!--

They also arranged what they want in return. I'm sure this is needed for whoever is overseeing next year.

Spoiler (click to show/hide)

Good	Price	Priority
war hammers	134%	!0!--
battle axes	182%	--!0!
crowns	209%	---!0
bracelets	156%	-!0!-
cut gems	193%	--!0!
crutches	131%	!0!--
armor	180%	--!0!
meat	164%	-!0!-
plants	152%	-!0!-
headwear	157%	-!0!-
goblets	188%	--!0!
drinks	139%	!0!--

Anyway, time to see what they brung.

Spoiler (click to show/hide)

<muk <δ> cage <tin>>	240*	261Γ
<chinchar <♀> cage <tin>>	170*	223Γ
<snivy <♀> cage <zinc>>	180*	220Γ
<skiddo <♀> cage <copper>>	176*	303Γ
<fennekin <δ> cage <nickel>>	163*	268Γ
<dwarven wine Barrel <ginkgo wood>>	85*	23Γ
<dwarven beer Barrel <fungiwood>>	85*	23Γ
<dwarven ale Barrel <pecan wood>>	85*	23Γ
<dwarven rum Barrel <alder>>	85*	20Γ

Really? This is all? They obviously didn't expect us to have much out here. At least they gave us plenty of new Pokemon.

I had a few of the smaller Pokemon plus a lot of the crafts traded for what they have. Also offered a few more of those Pokemon to hopefully show that there's potential here. Maybe they will bring more stuff for us next year.

The few Pokemon I traded away should hopefully find an owner, because no one around here seems to want to take them.

I'll certainly be taking that Snivy though. My other one could use a partner.

Autumn, Limestone 10

Unib Lisatrimtar, Fisherdwarf cancels Fish: Interrupted by a pidgeotto.  
Inod Dorenazin, Fisherdwarf cancels Fish: Interrupted by a pidgeotto.  
Mistêm Oslannish has become a Cook.  
Unib Lisatrimtar, Fisherdwarf cancels Fish: Interrupted by a pidgeotto.

A friend of the Pidgeotto we caught is causing a few troubles. They are almost half the size of a normal Dwarf, so I don't blame em for being a bit scared.

Autumn, Limestone 20



Going to get some targets for the Marksdwarves. Should help them actually train their shooting.

Autumn, Limestone 21

**Stray hunting Snivy <Tame> has transformed into a servine!**

My Snivy evolved into a Servine! Wonderful!

Autumn, Limestone 22

**Some migrants have arrived.**

The next wave of migrants are here.

Spoiler (click to show/hide)

1 Jeweler (Apparently a Hammerdwarf, put them into the military).

1 Animal Trainer.

1 Weaponsmith.

1 Animal Caretaker.

1 Animal Dissector (A Marksdwarf).

1 Papermaker.

2 Peasants (Both assigned to the military).

1 Brewer.

1 Bone Carver.

1 War Gogoat.

1 Delphox.

1 Gengar.

**Astesh Kidetlokum, mayor has ended a mandate.**

Quivers can be exported again, not that it really mattered.

Autumn, Sandstone 8

**The merchants from Mishthemunib will be leaving soon.**

With the merchants about to leave, they said they will put in a good word about us. Especially if we can provide more goods next year.

Hopefully the next Overseer will see to that.

**The merchants from Mishthemunib have embarked on their journey.**

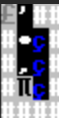
Autumn, Sandstone 14

Spoiler (click to show/hide)



Apparently the Marksdwarves have been training by shooting at that Pidgeotto. I can't really fathom killing a Pokemon, even if its necessary for survival. But the targets will be ready soon, so they wont have to do that.

Autumn, Sandstone 17



Curiously, some Azurill have wondered into one of the new bedrooms. Maybe they want a place to stay?

Autumn, Sandstone 23

**Stray hunting Turtwig <Tame> has transformed into a grotle!**

Congratulations Lord\_lemonpie! Your Turtwig evolved into a Grotle!

Autumn, Sandstone 24

Astesh Kidetlokum, mayor has mandated the construction of certain goods.

Mandates: Make figurines <3/3>

Astesh has demanded a few more figures be made this time. Easy done.

Autumn, Timber 11

Mandates: Make quivers <2/2>

Now she wants quivers. Lucky we got some leather to make some.

gabite pus covering <right hand>

I also took a look at Beirus' Gabite. Seems that its hand isn't looking too good. I'd treat it, but I don't have the right equipment to do so.

Autumn, Timber 26

Geshud Dastottulon, Clothier withdraws from society...

All is well in Pocketball, but I noticed Geshud has kind of withdrawn from everyone. Just like Sibrek did before making his weapon rack. Wonder what he's up to.

Geshud Dastottulon has claimed a Clothier's Shop.

Autumn, Timber 27

Astesh Kidetlokum, mayor has imposed a ban on certain exports.

Mandates: Export of picks Prohibited

Astesh ordered no picks to be exported. I don't plan on selling them either, we kinda need them.

Winter is upon you.

I've been doing well so far, but its almost time for me to take a break. My research is calling.

Spoiler (click to show/hide)



The bedrooms are about half done, soon I'll have a place to do my studies in peace. I'll still be sure to hang out at the library to see what's going on.

CURRENT POKEMON

(o) = Owned.

Hunting:



War:



In training:



Untrained:

Vermin:

Dead:



Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 29, 2017, 10:30:57 pm**

...Oh, yeah, I did forget to mention the remains of the Graveler that attacked did turn into that piece of Gabbro. Whoops.

Also, I'll take that little Fennekin!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **April 29, 2017, 10:50:54 pm**

I want that Muk. Hopefully my Gabite will heal when it evolves, if it lives that long. Also, instead of making a Type-based team, I'm just gonna go for intimidating-looking pokemon.

Folks might already be aware of this, but it seems that eggs lain by evolved Pokemon hatch into those evolved Pokemon. At least in my current fort they do.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 30, 2017, 01:49:41 am**

Quote from: Beirus on April 29, 2017, 10:50:54 pm

Folks might already be aware of this, but it seems that eggs lain by evolved Pokemon hatch into those evolved Pokemon. At least in my current fort they do.

Yeah... There's no way to have it hatch into a certain creature, unless I try some messy caste stuff. I was thinking of making them be a child until it "levels up" to the required level, but I'm unsure about it (this would make the Pokemon way less effective, but I feel having a "child" of a Pokemon is a bit odd).

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **April 30, 2017, 04:13:10 am**

Quote from: RedMageCole on April 29, 2017, 10:30:57 pm

...Oh, yeah, I did forget to mention the remains of the Graveler that attacked did turn into that piece of Gabbro. Whoops.

Also, I'll take that little Fennekin!

Damn, i wanted it for myself. ;D I'll take that skiddo then.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **April 30, 2017, 05:55:38 am**

I'm not to sure about letting that Muk out of its cage, as it could pose a very large health risk. But Beirus insisted he would take good care of it. He has plenty of Pokemon already, but he's done an alright job with them. So I let him have it (you have 5 Pokemon now, tied with Glass for the most).

Cole and MCreeper also came up to me. Cole wanted the Fennekin and MCreeper wanted the Skiddo. Since Glass hadn't asked about the Fennekin, I let him Cole keep it.

Winter, Moonstone 2

**Thief! Protect the hoard from skulking filth!**  
It's our good ol' Kobold friend again. I don't know why he keeps trying.

Winter, Moonstone 5

**Unib Odrozhomrek, Cook has given birth to a girl.**  
Congrats Unib!

Winter, Moonstone 11

Planning to make some nesting areas for the Pokemon. Hopefully we will also have ones that our grass types can stay in if we get a pair (the two on the right should grow moss once we hit the first cavern, allowing them to survive).  
Spoiler (click to show/hide)





I never got how the Humans can run around and make their eggs hatch, whilst having no idea where they come from. Maybe they should read a few scrolls about it.

Animal Courtship: A New Approach <copy>
<div><div>This is a dugtrio parchment scroll. The rollers are made from malachite. Written on the item is a manual entitled Animal Courtship: A New Approach, authored by Alatha Basinwealthy. It concerns the reproductive behavior of creatures. The writing is reasonably serious. Overall, the prose is amateurish at best.</div></div>
Useful Reproduction <copy>
<div><div>This is a furfrou parchment scroll. The rollers are made from malachite. Written on the item is a manual entitled Useful Reproduction, authored by Fewetha Riddledhorns. It concerns the reproductive behavior of creatures. The writing is quite self-indulgent. Overall, the prose is not awful, but not very good either.</div></div>

(Taken from another fort of mine.)

Winter, Moonstone 15

I went to check up on Geshud, and he handed me a few sketches. One of some stacked cloth, some skeletons, and a forest. Okay? He seems to have some cloth with him already, so maybe this is some sort of list of the things he wants? Well, I know there isn't a forest any more, so theres plenty of wood. And the skeletons? Maybe he needs some bones. As far as I know, there isn't any, so what am I going to do about that?

We could slaughter one of our Pokemon, but I wouldn't dare do such a thing! So I. Hesitantly, ask the Marksdwarves to hunt for a Pokemon. I'm so sorry.

Winter, Moonstone 20

Spoiler (click to show/hide)

The flying -pecan wood bolt- strikes the pidgeotto in the throat, tearing the skin!  
The force bends the neck, tearing apart the skin!  
The flying -pecan wood bolt- strikes the pidgeotto in the left upper leg, tearing the muscle!  
The force pulls the left hip, bruising the muscle and bruising the muscle!  
The flying pecan wood bolt strikes the pidgeotto in the lower body, tearing the muscle and bruising the stomach!  
The flying -pecan wood bolt- strikes the pidgeotto in the upper body, tearing the muscle and bruising the left lung!  
The flying persimmon wood bolt strikes the pidgeotto in the right lower leg, tearing the muscle and bruising the bone!  
The force pulls the right knee, tearing apart the muscle and tearing apart the muscle!  
The flying -pecan wood bolt- strikes the pidgeotto in the left upper leg, tearing the muscle and bruising the bone!  
The force twists the left hip, bruising the muscle and bruising the muscle!  
The flying pecan wood bolt strikes the pidgeotto in the right eye and the injured part is cloven asunder!  
The pecan wood bolt has lodged firmly in the wound!  
The force bends the head, tearing apart the skin!  
The flying pecan wood bolt strikes the pidgeotto in the right wing, tearing the muscle and bruising the bone!  
The pidgeotto slams into an obstacle!  
The pidgeotto's upper body takes the full force of the impact, bruising the muscle and bruising the right lung!  
The pidgeotto's right upper leg takes the full force of the impact, bruising the bone!  
The pidgeotto's left wing takes the full force of the impact, bruising the bone!  
The pidgeotto's head takes the full force of the impact and the part splits in gore!  
An artery has been opened by the attack!  
The pidgeotto's throat takes the full force of the impact, bruising the skin!

They decide to get that Pidgeotto they had shot at before. Poor thing...

Winter, Moonstone 24

Kikrost Cogarzes, Charmander <Tame> has transformed into a charmeleon!

The other Charmander evolved.

Winter, Moonstone 26

Mistêm Oslannish, Cook has given birth to a girl.

Congratulations!

Geshud Dastottulon has begun a mysterious construction!

I hope the sacrifice was worth it...

Winter, Opal 3

Geshud Dastottulon, Clothier has created Gudidbab, a pig tail trousers!

Gudidbab, "Lessenedpets", a pig tail trousers
<div><div>This is a pig tail trousers. All crafts dwarfship is of the highest quality. It is decorated with pig tail and encircled with bands of pig tail. It is made from pig tail cloth. This object is adorned with hanging rings of pig tail and menaces with spikes of walnut wood. On the item is an image of dwarves in pidgeotto bone. The dwarves are laboring. The artwork relates to the foundation of Treatygrips by The Paddle of Defending of The Scholarly Rags in 51.</div></div>

Geshud presented some pig tail trousers, with a lot of... Pig tail decorating it. Those wooden spikes don't seem comfortable at all...

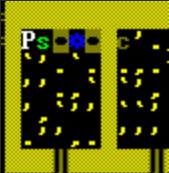
Winter, Opal 11

Spoiler (click to show/hide)



Expanding the refuse stockpile a bit, also making one for ammo/weapons.

Winter, Opal 17



Had those nesting boxes placed down, and the Pokemon swarmed to lay their eggs. Hope you enjoy...

Winter, Obsidian 13

I hear clanging scales coming from outside. That can only mean a Hakamo-o is readying itself for battle. Arceus help if its about to fight a Dwarf. (<https://www.youtube.com/watch?v=-Mot0X3HZL4>)

Spoiler (click to show/hide)

The fisherdwarf misses the hakamo-o!  
The fisherdwarf attacks the hakamo-o but She jumps away!  
The hakamo-o uses Headbutt on the fisherdwarf in the right upper arm, bruising the muscle through the <chimchar leather cloak>!  
The fisherdwarf misses the hakamo-o!  
The hakamo-o uses Headbutt on the fisherdwarf in the left upper arm and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!  
The force pulls the left shoulder, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The fisherdwarf attacks the hakamo-o but She jumps away!  
The hakamo-o uses Dragon Claw on the fisherdwarf in the lower body, tearing the fat through the x<chimchar leather cloak>x!  
The fisherdwarf misses the hakamo-o!  
The hakamo-o uses Dragon Claw on the fisherdwarf in the right upper leg, chipping the bone through the X<chimchar leather cloak>X!  
The force pulls the right hip, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been bruised and a tendon has been bruised!  
The fisherdwarf misses the hakamo-o!  
The hakamo-o uses Dragon Claw on the fisherdwarf in the left upper arm, tearing the fat and bruising the muscle through the XX<chimchar leather cloak>XX!  
The force twists the left shoulder!  
The fisherdwarf misses the hakamo-o!  
The hakamo-o uses Dragon Claw on the fisherdwarf in the lower right back teeth and the severed part sails off in an arc!  
The XX<chimchar leather cloak>XX breaks!  
The XX<pig tail coat>XX is ripped to shreds!  
The XX<wynaut leather dress>XX breaks!  
The fisherdwarf attacks the hakamo-o but She jumps away!  
The hakamo-o uses Sky Uppercut on the fisherdwarf in the upper left back teeth with her right hand and the severed part sails off in an arc!  
The fisherdwarf misses the hakamo-o!  
The hakamo-o uses Headbutt on the fisherdwarf in the right upper leg and the injured part is smashed into the body, an unrecognizable mass!  
An artery has been opened by the attack!  
The hakamo-o uses Dragon Claw on the fisherdwarf in the head, tearing the fat and bruising the muscle and fracturing the skull through the x<pig tail hood>x!  
The force pulls the neck, tearing apart the skin and bruising the fat!  
The hakamo-o uses Headbutt on the fisherdwarf in the head and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!

Winter, Obsidian 15

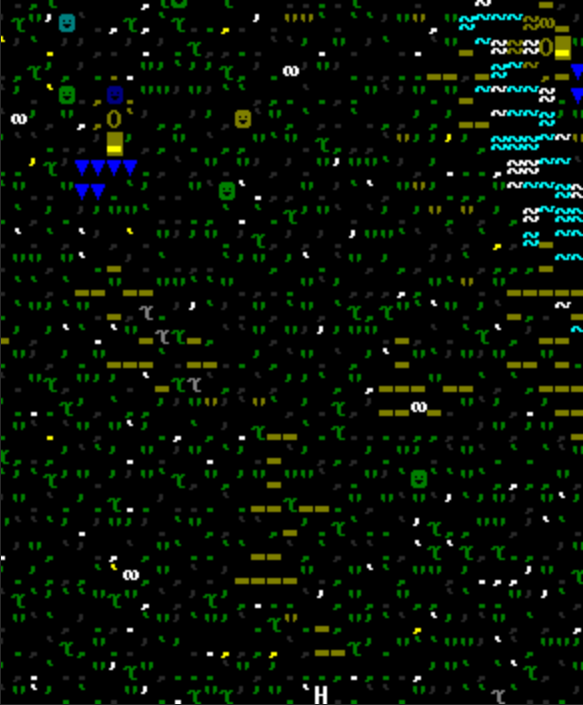
Tekkud Gusilsanus, Fisherdwarf has been found dead.

Reports of a death have come in, Tekkud had been beaten to death by the Hakamo-o. Who they've begun calling "Spinesdwelled". I guess something will have to be done about that... I've ordered the military to find the Hakamo-o. I won't be surprised if it puts up a fight, its not like they travel the world looking to train themself.

Winter, Obsidian 16

More clanging scales. Guess they found it.

Spoiler (click to show/hide)



(Accidentally deleted some frames near the end. Oops.)

The hakamo-o attacks the marksdwarf but He jumps away!  
The hakamo-o misses the marksdwarf!  
The marksdwarf misses the hakamo-o!  
The hakamo-o misses the marksdwarf!  
The marksdwarf misses the hakamo-o!  
The hakamo-o uses Dragon Claw on the marksdwarf in the left upper leg, tearing the fat and bruising the muscle through the x<pig tail cloak>x!  
The marksdwarf misses the hakamo-o!  
The marksdwarf scratches the hakamo-o in the tail, tearing the muscle!  
The hakamo-o attacks the marksdwarf but He jumps away!  
The marksdwarf misses the hakamo-o!  
The marksdwarf attacks the hakamo-o but She jumps away!  
The swordsdwarf slashes the hakamo-o in the left foot with his silver short sword, tearing apart the fat!  
The silver short sword has lodged firmly in the wound!  
The hakamo-o uses Sky Uppercut on the marksdwarf in the left upper leg with her left hand, bruising the fat through the <galvantula silk cloak>!  
The marksdwarf misses the hakamo-o!  
The swordsdwarf pulls on the embedded silver short sword.  
The swordsdwarf gains possession of the silver short sword.  
The speardwarf attacks the hakamo-o but She jumps away!  
The hakamo-o misses the speardwarf!  
The speardwarf stabs the hakamo-o in the left lower leg with her -copper spear-, tearing the muscle and bruising the bone!  
Many nerves have been severed, a ligament has been torn and a tendon has been torn!  
The force bends the left upper leg, tearing apart the scale!  
The hakamo-o falls over.  
The hakamo-o attacks the speardwarf but She jumps away!  
The marksdwarf bashes the hakamo-o in the lower body with his \*walnut

wood crossbow\*, bruising the fat!  
The swordsdwarf slashes the hakamo-o in the right lower leg with his silver short sword, tearing apart the muscle!  
The axedwarf hacks the hakamo-o in the upper body with her <copper battle axe>, tearing apart the muscle and tearing apart the liver!  
An artery has been opened by the attack!  
The <copper battle axe> has lodged firmly in the wound!  
The marksdwarf bashes the hakamo-o in the left foot with his +willow crossbow+, bruising the muscle!  
The force pulls the left lower leg!  
The hakamo-o attacks the marksdwarf but He jumps away!  
The marksdwarf bashes the hakamo-o in the left upper leg with his \*walnut wood crossbow\*, bruising the fat!  
The marksdwarf bashes the hakamo-o in the right lower leg with his +willow crossbow+, bruising the fat!  
The speardwarf stabs the hakamo-o in the left upper leg with her -copper spear-, tearing the muscle and bruising the bone!  
A motor nerve has been severed and a tendon has been torn!  
The swordsdwarf slashes the hakamo-o in the upper body with his silver short sword, tearing apart the muscle and tearing apart the heart!  
An artery has been opened by the attack!  
A major artery in the heart has been opened by the attack!  
The hakamo-o gives in to pain.  
The axedwarf pulls on the embedded <copper battle axe>.  
The axedwarf gains possession of the <copper battle axe>.  
The marksdwarf bashes the hakamo-o in the head with his +willow crossbow+, bruising the fat!  
The force twists the neck, bruising the scale!  
The axedwarf hacks the hakamo-o in the head with her <copper battle axe>, tearing apart the muscle!  
A tendon in the skull has been torn!  
The <copper battle axe> has lodged firmly in the wound!  
The force twists the neck, tearing apart the scale and bruising the fat!  
The marksdwarf bashes the hakamo-o in the head with his \*walnut wood crossbow\*, bruising the muscle!  
The force bends the neck, tearing apart the scale!  
The speardwarf stabs the hakamo-o in the head with her -copper spear-, tearing apart the muscle, fracturing the skull!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The force bends the neck, tearing apart the fat and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The axedwarf pulls on the embedded <copper battle axe>.  
The axedwarf gains possession of the <copper battle axe>.  
The marksdwarf bashes the hakamo-o in the head with his +willow crossbow+, bruising the fat!  
The force twists the neck, bruising the scale!  
The swordsdwarf stabs the hakamo-o in the head with his silver short sword, tearing apart the muscle!  
A tendon in the skull has been torn!  
The force pulls the neck, tearing apart the scale and bruising the fat!  
The axedwarf hacks the hakamo-o in the head with her <copper battle axe>, tearing apart the muscle!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The <copper battle axe> has lodged firmly in the wound!  
The force bends the neck, tearing apart the fat!  
The speardwarf stabs the hakamo-o in the head with her -copper spear-, tearing apart the muscle, fracturing the skull!  
A tendon in the skull has been torn!  
The force bends the neck, tearing apart the fat and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The marksdwarf bashes the hakamo-o in the head with his \*walnut wood crossbow\*, bruising the muscle!  
The force bends the neck, tearing apart the scale!  
The swordsdwarf slashes the hakamo-o in the head with his silver short sword, tearing apart the muscle, fracturing the skull!  
A tendon in the skull has been torn!  
The silver short sword has lodged firmly in the wound!  
The force twists the neck, tearing apart the fat and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The marksdwarf bashes the hakamo-o in the head with his +willow crossbow+, bruising the fat!  
The force bends the neck, tearing apart the scale!  
The axedwarf pulls on the embedded <copper battle axe>.  
The axedwarf gains possession of the <copper battle axe>.  
The axedwarf hacks the hakamo-o in the head with her <copper battle axe>, tearing apart the muscle!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The force pulls the neck, tearing apart the scale!  
The swordsdwarf pulls on the embedded silver short sword.  
The swordsdwarf gains possession of the silver short sword.  
The speardwarf stabs the hakamo-o in the head with her -copper spear- and the injured part is cloven asunder!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!

Now I have to deal with this dead body... We don't have a place we can bury our dead, so I've designated a burial chamber a bit deeper down.

Spoiler (click to show/hide)

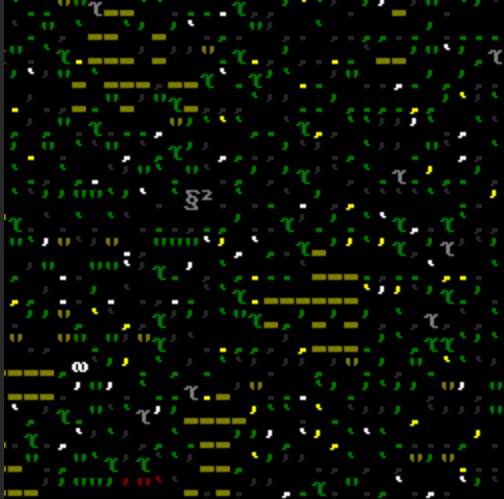


Winter, Obsidian 19

More fighting has been reported, this time Beirut's Steelix got in a fight with a Stantler and some others joined in. They brutalised it before leaving it. How cruel...

Spoiler (click to show/hide)





•The stray war steelix misses the stantler!  
The stantler misses the stray war steelix!  
The stray war steelix misses the stantler!  
The stantler misses the stray war steelix!  
The stray war steelix attacks the stantler but He jumps away!  
The stantler uses Stomp on the stray war steelix in the tail, fracturing the stone!  
The stray war steelix uses Tackle on the stantler in the upper body, bruising the muscle and bruising the left lung!  
The stantler is having trouble breathing!  
The stantler misses the stray war steelix!  
The stray war steelix uses Tackle on the stantler in the right rear hoof and the severed part sails off in an arc!  
The stantler misses the stray war steelix!  
The stray war steelix misses the stantler!  
The stantler misses the stray war steelix!  
The stray war steelix misses the stantler!  
The stantler attacks the stray war steelix but She jumps away!  
The farmer attacks the stantler but He jumps away!  
The jeweler misses the stantler!  
The stantler misses the jeweler!  
The farmer misses the stantler!  
The stantler uses Stomp on the farmer in the lower body, bruising the muscle and bruising the stomach through the <galvantula silk cloak>!  
The jeweler misses the stantler!  
The farmer attacks the stantler but He jumps away!  
The stantler uses Stomp on the farmer in the right upper arm, bruising the fat through the <galvantula silk cloak>!  
The farmer attacks the stantler but He jumps away!  
The stantler uses Stomp on the farmer in the left hand, bruising the fat through the <joltik silk left mitten>!  
The farmer misses the stantler!  
The stantler uses Stomp on the farmer in the right upper leg, bruising the fat through the <galvantula silk cloak>!  
The jeweler attacks the stantler but He jumps away!  
The stray war steelix attacks the stantler but He jumps away!  
The farmer misses the stantler!  
The stantler attacks the farmer but She jumps away!  
The farmer misses the stantler!  
The stantler uses Stomp on the farmer in the right foot, bruising the muscle through the <galvantula silk shoe>!  
The farmer punches the stantler in the left rear hoof with her left hand, but the attack glances away!  
The stantler uses Stomp on the farmer in the lower body, bruising the muscle and bruising the stomach through the <galvantula silk cloak>!  
The jeweler misses the stantler!  
The stantler misses the jeweler!  
The jeweler misses the stantler!  
The jeweler attacks the stantler but He jumps away!  
The jeweler punches the stantler in the left front leg with his right hand, bruising the muscle!  
The farmer grabs the stantler by the right antler with her right hand!  
The stantler breaks the grip of The farmer's right hand from The stantler's right antler!  
The farmer attacks the stantler but He jumps away!  
The jeweler misses the stantler!  
The stantler uses Stomp on the farmer in the right lower leg, bruising the muscle through the <pig tail robe>!  
The jeweler punches the stantler in the upper body with his right hand, bruising the muscle!  
The farmer punches the stantler in the lower body with her left hand, bruising the muscle and bruising the left kidney!  
The stantler attacks the farmer but She jumps away!  
The farmer scratches the stantler in the left front leg, tearing the fat and bruising the muscle!  
The jeweler scratches the stantler in the right antler, but the attack glances away!  
The force pulls the head!  
The farmer attacks the stantler but He jumps away!  
The jeweler punches the stantler in the left antler with his right hand, but the attack glances away!  
The force bends the head!  
The farmer attacks the stantler but He jumps away!  
The farmer grabs the stantler by the left front leg with her left hand!  
The stantler breaks the grip of the farmer's left hand on The stantler's

left front leg.  
The farmer punches the stantler in the right rear leg with her right hand, bruising the muscle!  
The jeweler misses the stantler!  
The jeweler attacks the stantler but He jumps away!  
The farmer misses the stantler!  
The miner kicks the stantler in the lower body with her left foot, bruising the fat!  
The miner punches the stantler in the upper body with her left hand, bruising the muscle and bruising the left lung!  
The farmer attacks the stantler but He jumps away!  
The miner punches the stantler in the lower body with her left hand, bruising the muscle and bruising the guts!  
The stantler looks sick!  
The farmer punches the stantler in the right front hoof with her left hand, but the attack glances away!  
The farmer attacks the stantler but He jumps away!  
The jeweler punches the stantler in the lower body with his left hand, bruising the fat!  
The stantler attacks the farmer but She jumps away!  
The jeweler scratches the stantler in the right front leg, tearing the fat!  
The jeweler punches the stantler in the left front leg with his left hand, bruising the muscle!  
The stantler misses the jeweler!  
The miner scratches the stantler in the right eye, tearing apart the right eyelid's skin!  
The force bends the head, tearing apart the skin!  
The jeweler punches the stantler in the left front leg with his left hand, bruising the muscle!  
The farmer punches the stantler in the right front leg with her left hand, bruising the muscle!  
The stantler misses the miner!  
The jeweler punches the stantler in the left front leg with his left hand, bruising the muscle!  
The miner kicks the stantler in the right front hoof with her left foot, but the attack glances away!  
The jeweler attacks the stantler but He jumps away!  
The farmer punches the stantler in the left rear leg with her left hand, bruising the muscle!  
The stray war steelix uses Tackle on the stantler in the right rear leg, lightly tapping the target!  
The stantler attacks the farmer but She jumps away!  
The farmer punches the stantler in the tail with her left hand, bruising the muscle!  
The stantler vomits.  
The farmer punches the stantler in the left rear leg with her left hand, but the attack glances away!  
The stray war steelix uses Tackle on the stantler in the right front leg, bruising the fat!  
The miner punches the stantler in the tail with her left hand, bruising the muscle!  
The stantler misses the farmer!  
The farmer punches the stantler in the tail with her right hand, bruising the muscle!  
The jeweler attacks the stantler but He jumps away!  
The stray war steelix uses Tackle on the stantler in the right front leg, bruising the muscle!  
The miner punches the stantler in the left front hoof with her left hand, but the attack glances away!  
The force bends the left front leg!  
The stantler misses the miner!  
The stantler retches.  
The stray war steelix uses Tackle on the stantler in the left front leg, bruising the muscle!  
The miner punches the stantler in the upper body with her left hand, bruising the muscle and shattering the left floating ribs!  
The farmer punches the stantler in the left rear hoof with her left hand, but the attack glances away!  
The stantler misses the miner!  
The farmer grabs the stantler by the right front hoof with her left upper arm!  
The stantler's attack is interrupted!  
The miner kicks the stantler in the right antler with her right foot, but the attack glances away!

The force bends the head, tearing apart the skin!  
The stantler breaks the grip of the farmer's left upper arm on The stantler's right front hoof.  
The miner charges at the stantler!  
The miner collides with the stantler!  
The miner bounces backward!  
The farmer punches the stantler in the lower body with her left hand, bruising the muscle and bruising the guts!  
The stantler looks even more sick!  
The stray war steelix uses Tackle on the stantler in the left front hoof and the severed part sails off in an arc!  
The stantler falls over.  
The stantler misses the farmer!  
The miner kicks the stantler in the left rear hoof with her left foot, but the attack glances away!  
The force pulls the left rear leg!  
The stantler is no longer stunned.  
The stantler vomits.  
The stantler retches.  
The stantler vomits.  
The stantler retches.

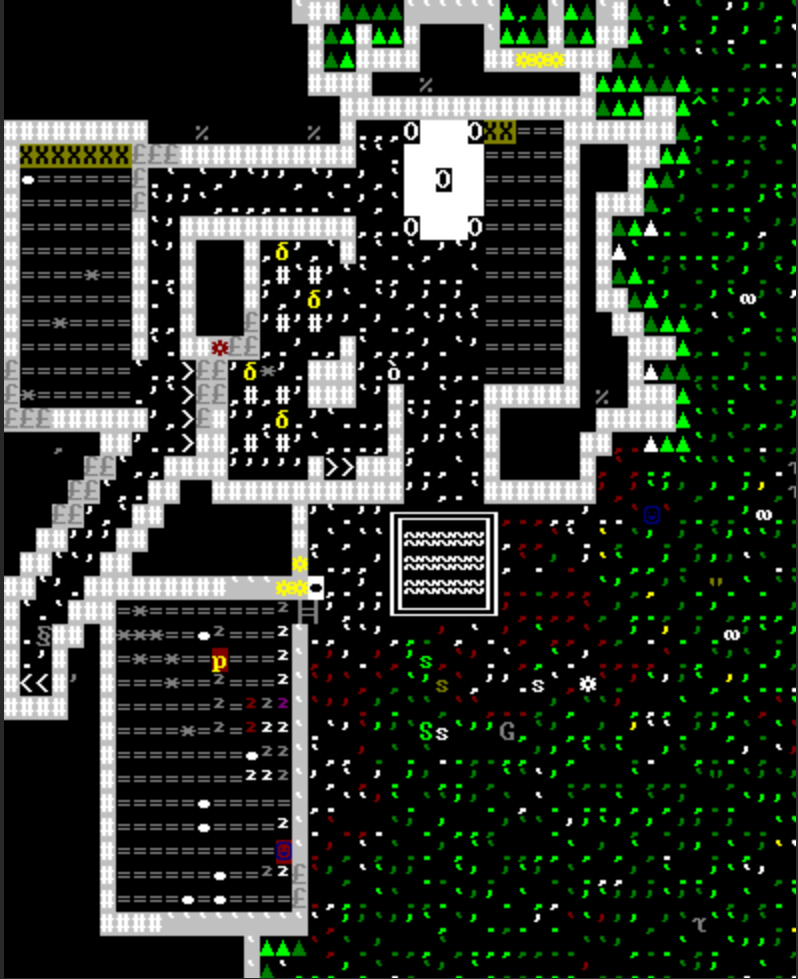
Spring has arrived!

The rest of the month went along without a hitch, and spring is finally here. Overall, that wasn't so bad. But now I'm stuck in the same situation as Cole was a year ago when he chose me to do this job. I asked Atesh who would make the next best Overseer, and she recommended me to TheImmortalRyukan. One of our miners. I'm a bit unsure about her choice, but she assured me that they where a good choice for it. I guess that makes Ryukan the new Overseer.

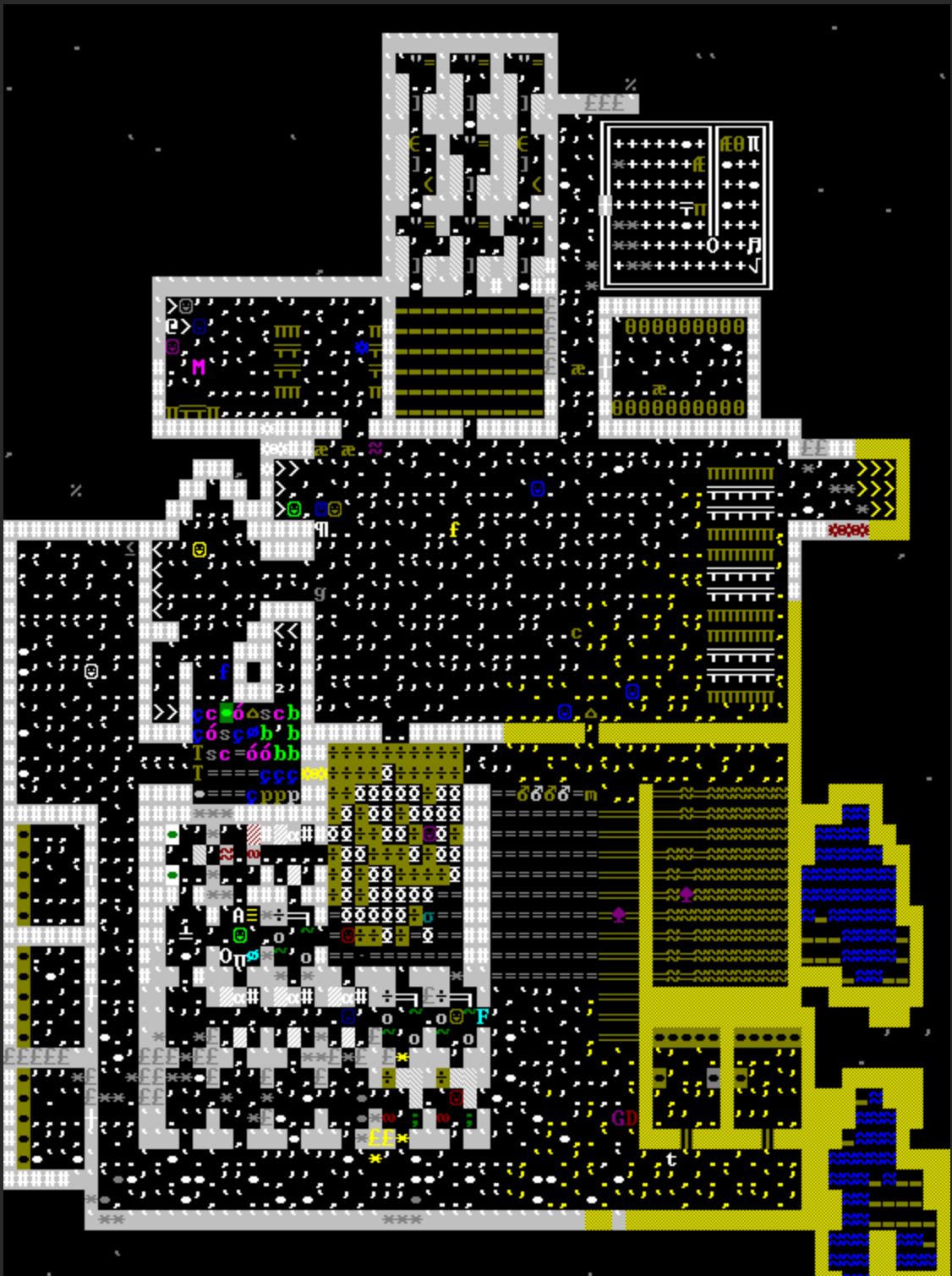
Fort overview:  
Spoiler (click to show/hide)



Barracks/training area.



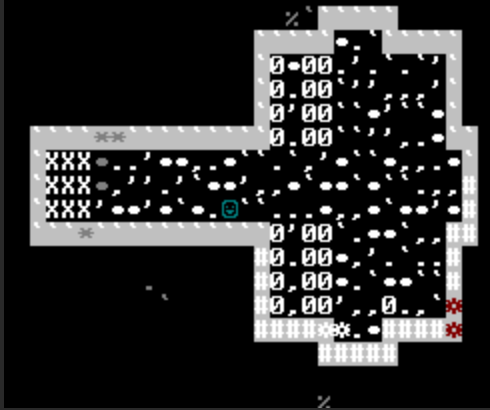
Entrance and depot.



Floor 1.







Floor 5.

With my new room chosen, I move all my belongings in there. Its quite meager, but it will do. As slump down on my new bed, a great sense of relief comes over me, having finished my work as an Overseer. I won't mind taking a little break from everything before getting back to my research. There's more Pokemon to be discovered after all!

**CURRENT POKEMON**  
(o) = Owned.

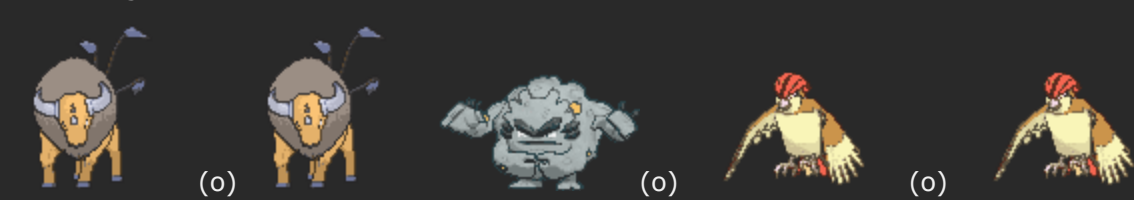
Hunting:



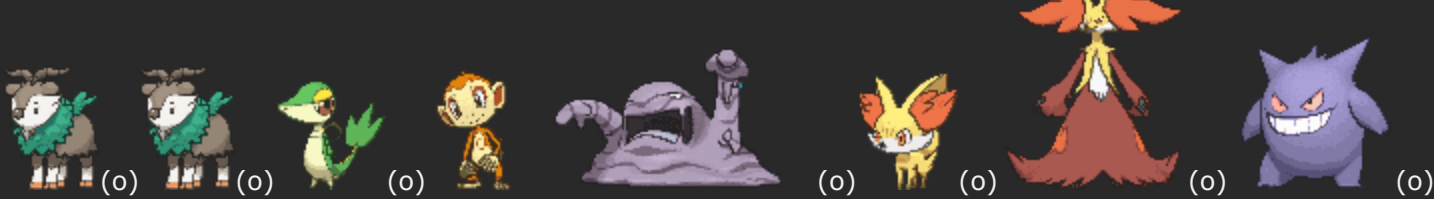
War:



In training:



Untrained:



Vermin:



Dead:



I'll send you the file asap Ryukan.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **April 30, 2017, 06:42:08 am**

Chimchar, please. I would have liked that Fenniken, though. :( I was asleep...

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **April 30, 2017, 08:40:20 am**

Will do update later AFTER my other two forts in which my turn is now... kinda funny

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Lord\_lemonpie** on **April 30, 2017, 08:43:17 am**

I'd like the warturtle for my turtle collection

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 30, 2017, 11:41:55 am**

A lovely saga by Phoenix. :) That Hakamo-o fight was fun to watch. And Ryukan, I hope you take good care of this fort!

I'd like to say; this is the very first community succession fort I've ever started and ever been in for that matter out of my 5 years of playing Dwarf Fortress, and I wanna say how happy I am that everyone seems to be having a good time, and the fort looks like it's flourishing. Thank you all so much! :D

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **April 30, 2017, 12:20:52 pm**

Oh, you want me to NOT screw over the next player....

quickly redownloads save to restart turn

Yeah, I can totally do that

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **April 30, 2017, 07:54:40 pm**



*What did you do, Ryukan.*

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **May 02, 2017, 07:46:50 am**

Won't be able to finish my turn today as i had planned, dad invited me over for the day to hang out, sorry dorfs, I'm on Sunner and will try to finish wednessday

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 02, 2017, 11:05:26 am**

Hey, Beirut gets the Muk? I requested any poison types like 2 pages ago.... :(

I'll take the next one though. Honestly, just make me any dwarf. Any non-military noble position please - broker or chief medical dwarf would be nice, broker especially.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **May 03, 2017, 04:36:14 pm**

Hoping for the update today!

And Paddywagon Man, there are a *lot* of Poison-types; it's only fair that everyone else gets a chance to nab a Pokemon too, y'know? Don't worry though; because there are a lot of Poison-types to go around, you'll get plenty!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 03, 2017, 05:55:35 pm**

Oh, I didn't mean every single poison type, don't worry. I just meant poison types as they come along. Are there any Zubats in the caverns?

I really don't mind not getting the Muk, I was basically just posting as a "dorf me" reminder.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 05, 2017, 02:40:31 am**

- 5 of may, still no update. :(
- Have a question:I noticed that dwarven caravans can bring on trade barrels of "evolution" of wariou types.
- 1.Normally "evolution" appears only on pokemon's brain. Will it transform creature if applied to any other body part?
  - 1.a.Will it transform any creature except intended pokemon at all?
  2. How to get "evolution" out of barrels and pour it on dwarves? Seen a thread about coating things in poison (not possible to make poisonous bolts, though) somewhere, but don't remember how exactly you must do it.
  3. If all things above is possible, can you create adventurer, retire him in your fortress, transform him in pokemon, then play as him?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **May 05, 2017, 04:11:14 am**

Quote from: MCreeper on May 05, 2017, 02:40:31 am

5 of may, still no update. :(

Have a question:I noticed that dwarven caravans can bring on trade barrels of "evolution" of wariou types.

1. Normally "evolution" appears only on pokemon's brain. Will it transform creature if applied to any other body part?  
1.a. Will it transform any creature except intended pokemon at all?  
2. How to get "evolution" out of barrels and pour it on dwarves? Seen a thread about coating things in poison (not possible to make poisonous bolts, though) somewhere, but don't remember how exactly you must do it.  
3. If all things above is possible, can you create adventurer, retire him in your fortress, transform him in pokemon, then play as him?

1. The Pokemon that it came from will more than likely already be affected by the syndrome of evolution, so it won't do much. Evolution is unintended to be extracted anyway, and will be removed in the revision update. Changing evolution to be an interaction and not a contact secretion syndrome. Apparently secreted liquids make it able to be extracted, even if you make the material unable to be so.

1a / 3. Evolution only affects the Pokemon it comes from, and since there's no prefix, you cant tell what Pokemon it will evolve.

2. Its something along the lines of having a drawbridge that drops the barrel on top of the creature, I'm pretty sure it spills its contents which should coat it (or the barrel just strikes them. Haven't tried myself).

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 05, 2017, 04:42:20 am**

Ok, then another question: If you mod, for exemple "evolution" to transform any creature into other  
Quote from: MCreeper on May 05, 2017, 02:40:31 am  
can you create adventurer, retire him in your fortress, transform him in pokemon, then play as him?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **May 05, 2017, 05:36:57 am**

Quote from: MCreeper on May 05, 2017, 04:42:20 am  
Ok, then another question: If you mod, for exemple "evolution" to transform any creature into other  
Quote from: MCreeper on May 05, 2017, 02:40:31 am  
can you create adventurer, retire him in your fortress, transform him in pokemon, then play as him?

Possibly. You'd have to test if can unretire and play a transformed adventurer.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 06, 2017, 02:44:53 am**

Ryukan? Where the update?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **May 06, 2017, 08:31:46 am**

Quote from: MCreeper on May 06, 2017, 02:44:53 am  
Ryukan? Where the update?

Somewhere between Blossomtowers and Deathgate... really shoulda managed my time better, no worries, I'll restart today (due to a mistake in Spring of an alternate timeline...)since I have nothing else to do.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Shidoni** on **May 08, 2017, 08:23:57 pm**

This looks like a lot of fun!  
  
I can't join the rotation order, but could I please be dwarfed as one of the cooks, and claim the unclaimed Chimchar?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Lord\_lemonpie** on **May 09, 2017, 04:13:30 am**

Guys, I'm sorry but I'll have to resign from the turnlist. My finals are starting tomorrow, and after that I'll be on holiday. Shidoni, feel free to take my place on the rotation list.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **May 09, 2017, 07:29:21 am**

It's okay, Lemonpie! I'll remove you from the list; feel free to come aboard whenever you'd like again!  
Ryukan, it's been over a week and you've said you'd finish your turn multiple times; I think it'd be more of a convenience to everyone playing if you made an update each season so everyone can be satisfied rather than waiting for so long.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **TheImmortalRyukan** on **May 09, 2017, 07:42:38 am**

In my defense.... I have nothing, official forfeit my turn, everytime I think I can finish, something comes up, I'll post my spring play in some "alternate universe" post if you want

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 09, 2017, 10:54:36 am**

Well if Lemonpie's dropped, I wouldn't mind being added to the turn list.  
  
Lock up your Zubats! Paddywagon's coming to Pocketball!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Shidoni** on **May 09, 2017, 10:02:14 pm**

Quote from: Lord\_lemonpie on May 09, 2017, 04:13:30 am  
Shidoni, feel free to take my place on the rotation list.

Thanks, but I'd really rather just identify with a dorf, clamber to claim stray Pokemon, and feel triumphant if I get a strange mood. :-P

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **May 10, 2017, 05:07:55 pm**

Guess I'll be sending the save to MCreeper then.



Ok, claimed the save, what i'm supposed to do during my turn?

Ok, here my spring-summer update.Don't expect any in-character storytelling, my first and last try in this ended up horribly.

1 of Granite

Don't know what to do, so ordered masterpiece silver warhammer for myself.



(from first try) :P

My character can't wield it, though. This fortress have urgent lack of hospital.



2 of Granite

Kobold thief named "Stungin" has been spotted. Is it the same thief as before?

5 of Granite

Child Lor Unibiseth has been possessed. Surprisingly, there are no blocks for her, so I ordered to produce them.

10 of Granite

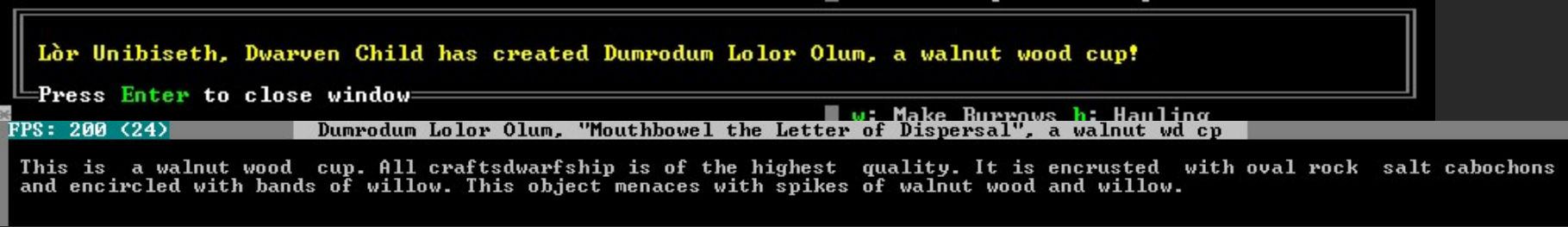
Militia commander has grown attached to copper shield. Actually he only dwarf in fortress that have ANY armor, and two members of melee squad have no weapons.

12 of Granite

Elven caravan has arrived. They had mamoswine for sell, which I obviously bought, along with three musical instruments.

14 of Granite

Lor finished her artifact – it's walnut wood cup.



18 of Granite

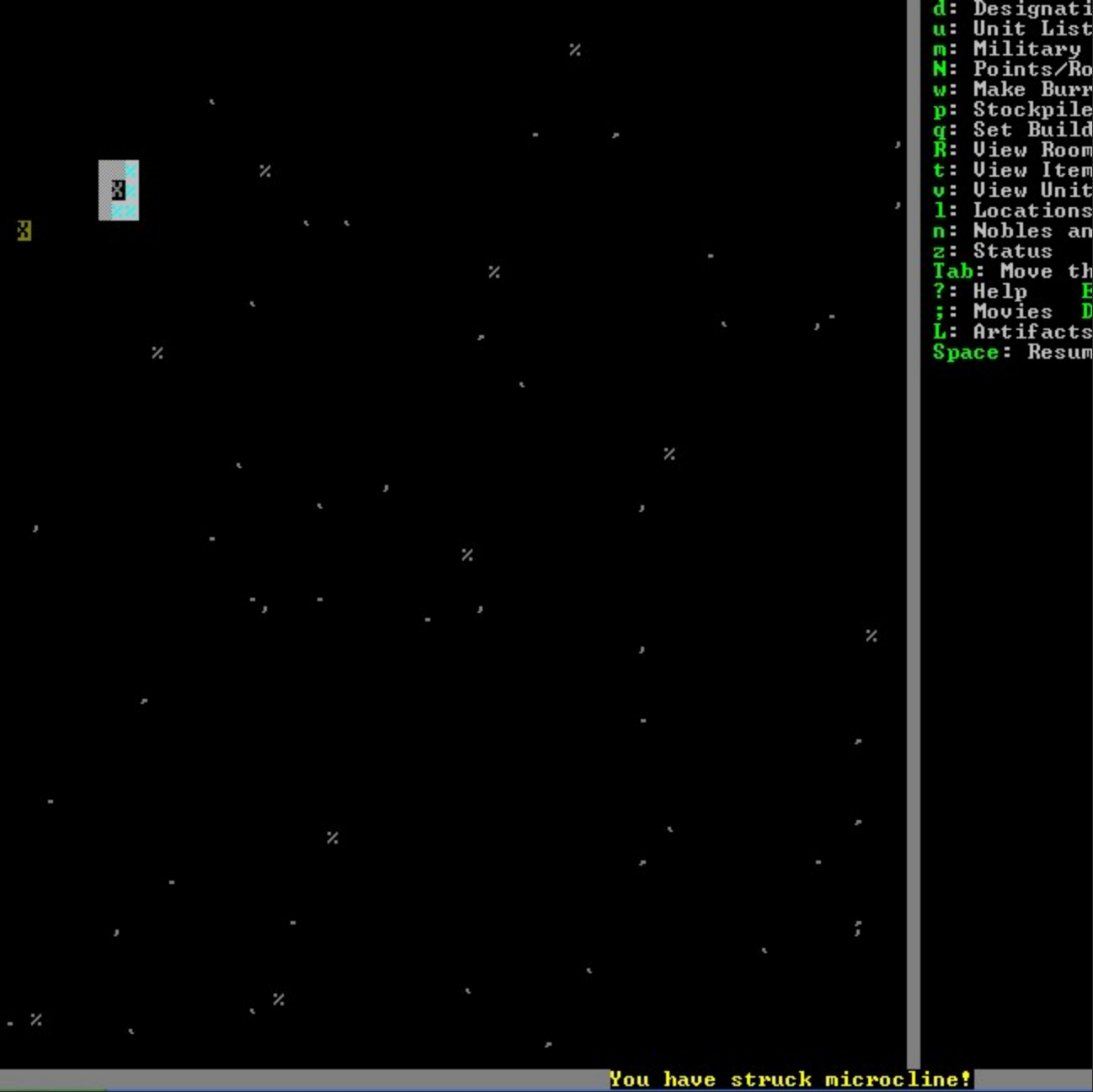


Hospital has been finished, but there are no thread for suturing. And no pig tail seeds for farm. And no seed of any other thread-producing plant. Dammit. There also no splints, so I ordere to produce 50 of them and 20 of crutches. I begin to mine staircase down hoping to find a cave with cave spider silk.



3 of Slate  
Migrants have arrived:  
suturer-wound dresser  
novice bone doctor  
marksdwarf  
Great diagnoser-wound dresser. Assigned as chief medical dwarf immediately  
1 siege operator  
1 uber engineer: Have “talented” in all basic fighting skills, competent in all mechanics skills(including optics and fluid engineer) and talented wound dresser.  
1 accomplished butcher-surgeon :D  
High master pump operator, but also expert brewer  
Siege engineer, also papermaker  
cheesemaker  
2 craftdwarfs  
3 farmers  
9 childs  
Overall “skilled” macedwarf+furnace operator  
bone carver  
novice papermaker-speardwarf  
brewer  
spinner  
Animals:  
1 clang  
1 serperior  
1 blastoise  
1 combusken  
1 golbat  
1 sceptile  
1 feraligatr  
2 crobats  
1 muk  
1 frogadier  
1 quilladin

This migrant wave has bringed us to 114!  
11 of Slate  
First layer of caverns discovered, but there are no silk, just copper. Discovered that tetrahedrite ore isn’t tin ore hard way. Ordered production of 10 sets of copper armor.  
13 of slate  
Elven caravan embarked on it’s journey  
14 od Slate  
Microcline! Praise the miners!



4 of Flesite  
**Stray hunting Tepig <Tame> has transformed into a pignite!**  
Glass’s tepig evolved into pignite.  
**Stray war Gabite <Tame> has transformed into a garchomp!**  
And Beirus’s gabite evolved into garchomp. Nasty thing.

5 of Felsite  
Tavern “Bejeweled lunch” has been opened.  
12 of Felsite  
I’m rich!



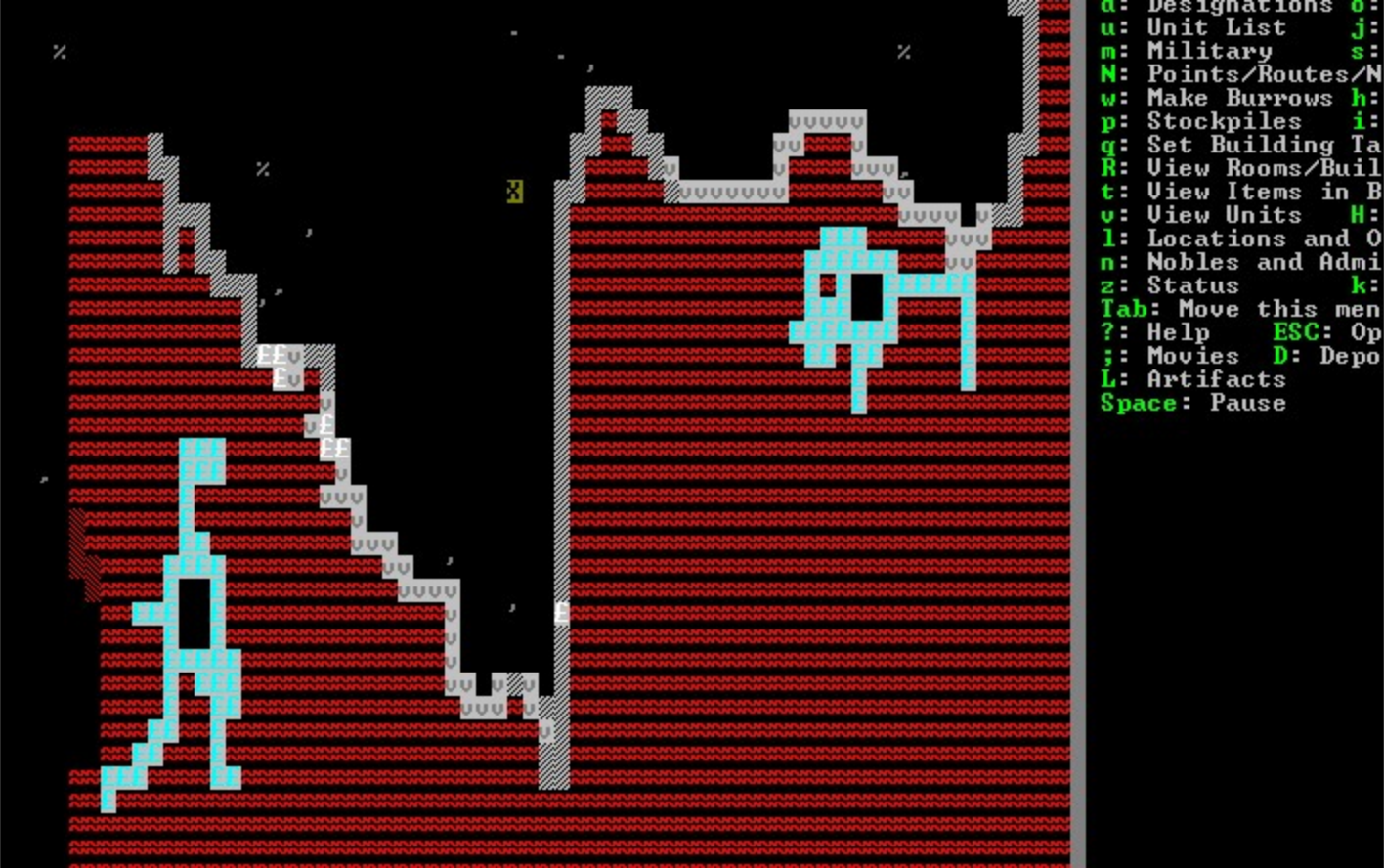
All “masterpiece” signs are joltic webs (Finally “me” and Ryukan can get out of hospital!)  
All blue F signs is adamantine spire that goes two level above water surface. Great!

20 of Felsite



Map centered here with message “you discovered downward passage” but I don’t see anything here. Strange.  
22 of Felsite

Miners discovered magma sea. Turns out, there are two adamantine spires on the map.



5 of Hematite  
Expansions of bedrooms are complete, now migrants have their bedrooms too. Hospital now have strings, but Ryukan and “me” refuse to go to hospital. And they have infections in their arms, though only on health screen, not on (w)ounds screen.

FPS: 200 <24>		The Health of 'MCreeper' Kinemdumat, <Overseer>		
46:	Status	Wounds	Treatment	History
	third finger, left hand, nail	Smashed apart		
	third finger, left hand, skin	Infection		
	left hand, bone	Smashed open		
	Has been sutured	Infection		
8293: Scroll		ESC: Done		

And why the hell we have all types of food in “meat\fish\other” forbidden for cooking?

9 of Hematite  
→The dwarves of The Awe-inspiring Bulb have attained a general familiarity with pidgeotto training methods.

Now they will train them faster. Perhaps.  
Also, how do we actually assign pokemons to their owners? Just assigning dwarves as trainers? I fear I screwed some assignments when tried to make this lazy dwarves finally fully train wild pokemons.

Zulban Sazirfeb, Gengar <Tame>  
"Zulban Bridgedarrows"  
Gengar saliva covering <tongue>

And what the hell is “gengar saliva”?

13 of Hematite  
Golbat has evolved into crobat  
17 of Hematite

You have struck galena!  
You have struck cryolite!  
You have struck yellow spessartine!  
Kuda Idurperad, Human Bard is visiting.  
You have struck galena!  
You have struck mica!  
Kadôl Cemosholtar, Marksdwarf cancels Pickup Equipment: Equipment mismatch.  
You have struck rutile!  
You have struck yellow spessartine!  
Kadôl Cemosholtar, Marksdwarf cancels Pickup Equipment: Equipment mismatch.  
Digging designation cancelled: warm stone located.  
Zasit Letmosfeb, Marksdwarf cancels Pickup Equipment: Equipment mismatch.  
Digging designation cancelled: warm stone located.  
→A human caravan from Mong Zoku has arrived.

Human caravan has arrived. Bought all they food, big part of their leather two iron anvils, food and few other things for prepared food, end up with trader profit of ~10000. Food is bugged! No magma forge, though, since we don’t have any steel.

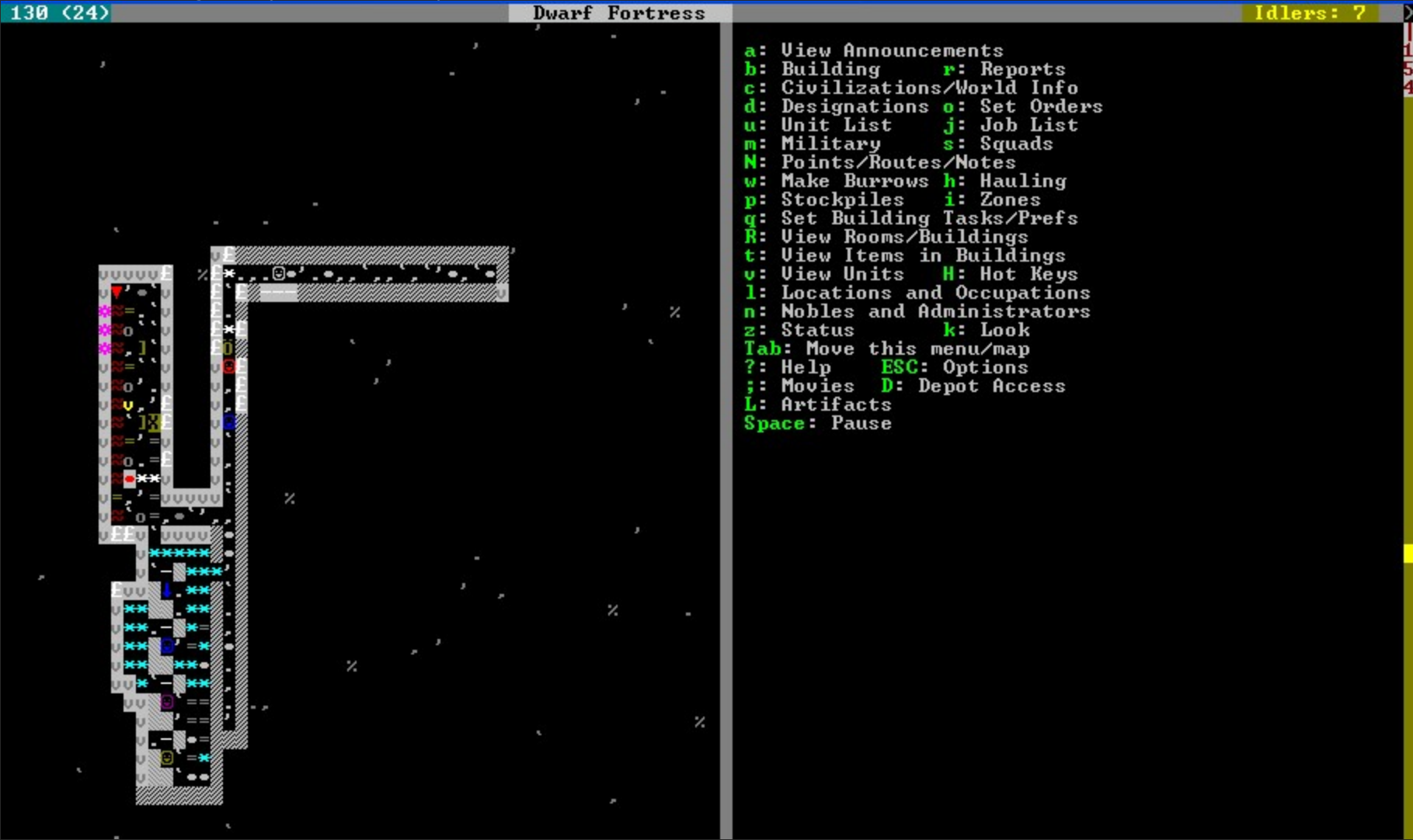
18 of Hematite  
Mayor has been re-elected  
→Astesh Kidetlokum, mayor has been re-elected.

13 of Malachite  
Golden-rock salt road has been built.





Adamantine refining facility has been set up.



And production of copper armor almost finished.  
Dwarves don't want to wear it, though.

14 of Malachite  
I started my little megaproject "water tower". I hope I will not broke this. And I hope I can do it before spring. And there are wind. And water wheels can be powered by brooks. Dammit.  
15 of Malachite  
Another wave of migrants have arrived.

Dvarves: Presser-speadwarf, though it unquestionably weak and flimsy >:(  
Mighty soap maker. Assigned to military under command of "battle engineer" ,random gived squad name "geared tempests"  
Wax worker  
Fish cleaner  
Dyer  
2 Peasants

Pokemons:  
Sceptile  
Froakie  
Snivy

Now we have 121 dwarf.

19 of Malachite





Of course something gone wrong. I placed "tower" right on top of my "pig tail farm" and dining hall, and chanell from the river breached "farm". Well, I now shouldn't dig one Z-level down to get windmill power.

20 of Malachite

Stonecrafter has been taken by fey mood. He claimed 3 tetrahedrite, willow log, rock salt, tympole leather, joltick silk cloth, green turmalin cabochons, and bones of Luritkokeb, named hakamo-o. Must be expensive thing.

2 of Galena



Suddenly, megabeast! Nimu the Stable Controller, zygarde 10% form. I burrowed everyone inside, then unburrowed, because I didn't had cage traps on entrance. Zygarde bypassed cage trap line, then proceed to kill froakie near the entrance. It didn't last very long.



But then zygarde got sqarmed by other pokemon and military dwarves and get killed. Only losed this froakie, no one even get wounded, except few bruises on gogoat

3 of Galena

Moody stonecrafter finished his construction: Weakenedsear the Nasty Insight, Tetrahedrite amulet. It's worth 43200.



FPS: 200 (24) Othilûthir Thubillûk, "Weakenedsear the Nasty Insight", a tetrahedrt amlt

This is a tetrahedrite amulet. All crafts dwarfship is of the highest quality. It is encrusted with oval tetrahedrite cabochons and encircled with bands of tympole leather, hakamo-o bone and joltik silk. This object is adorned with hanging rings of tetrahedrite and menaces with spikes of tetrahedrite and green tourmaline. On the item is an image of dwarves in willow. The dwarves are traveling. The artwork relates to the foundation of Pocketball by The Awe-inspiring Bulb of The Scholarly Rags in the early spring of 52.

3 of Limestone  
Thief! Stungin again. And again no one managed to catch him.  
8 of Limestone

Evolution wave!

Page 7/7FPS: 200 (24)Dwarf Fo

→Stray war Ivysaur (Tame) has transformed into a venusaur!  
Stray hunting Servine (Tame) has transformed into a serperior!

Forge copper gauntlet (20) has been completed.  
Mater Pujiuram, Human Crossbowman is visiting.  
Forge copper high boot (20) has been completed.  
Construct rock Blocks (40) has been completed.  
Stray hunting Skiddo (Tame) has transformed into a gogoat!  
Stray hunting Grotle (Tame) has transformed into a torterra!  
→Stray war Charmeleon (Tame) has transformed into a charizard!

z: Zoom to locationAnnouncement Date: 8th Limestone, 54

So this is my first half-year. Building of water tower goes smoothly.

PAUSED\* FPS: 200 (24)Dwarf Fortress



Olon Avuzdalzat, Fishery Worker  
Inod Dorenazin, Fisherdwarf  
Likot Sazirnosing, Fisherdwarf  
Muddy Dense ryegrass  
A dusting of mud  
A pile of vomit

(Whose that blood is? Mostly of ImmortalRyukan, from old wounds. Whose that vomit in the tube is? Don't have any damn idea.)  
Shidoni, you get dwarfed as "my mother" proficient cook  
Spoiler (click to show/hide)

FPS: 200 (24)Relationships of the Cook 'Shidoni' Oslannish

Zasit Letmosfeb, Marks dwarf	Husband
Nish Rodimônul, Planter	Eldest Son
'MCreeper' Kinemdumat, (Overseer)	Eldest Daughter
Id Nanirurdim, Dwarven Baby	Youngest Daughter
Zuntâr Melbiltishak	Youngest Son
Sarvesh Olonmingkil	Mother
Melbil Mistêmnitig	Father
Bonrek Dodókonul	Paternal Grandmother
Rakust Estundeler	Paternal Grandfather
Rovod Cattensanreb	Maternal Grandmother
Sâkzul Zalisavuz	Younger Brother
Lorban Iherlethvucar, Fish Cleaner	Younger Brother
Uzol Nakistekkud, militia captain	Younger Brother
Kikrost Emutholon, Thresher	Younger Brother
Amost Kirvabôk	Younger Brother
Zuglar Rakasinod, Suturer	Younger Sister

z: Zoomv: ViewESC: Done  
8293: ScrollShift+ESC: Back to Main

'Shidoni' Oslannish, Cook  
''Shidoni' Woundtrade"  
♀

Store Item in Bin  
Dabbling Discipline  
Novice Butcher (Rusty)  
Proficient Cook  
Novice Dyer (Rusty)  
Dabbling Persuader  
Dabbling Negotiator  
Dabbling Judge of Intent  
Dabbling Intimidator  
Dabbling Conversationalist  
Dabbling Comedian

c: Combatb: Laborm: Misc  
Enter: View Job



"I've been praying on boundaries."

Within the last season, she didn't feel anything due to inebriation. She felt **satisfied** at work. She was **uneasy** after being unable to pray to Mishos for too long. She felt **satisfied** at work. She felt **satisfied** upon improving cooking. She was **interested** near a fine Table. She was **interested** near a fine Table. She was **interested** near a fine Seat. She was **interested** near her own fine Bed. She was **interested** near her own fine Seat. She was **interested** near her own fine Cabinet. She was **blissful** after sleeping in a very good bedroom. She felt **bitter** after getting into an argument. She was **shocked** at the unexpected death of somebody. She **grieved** at somebody's death. She was **interested** after watching a performance. She sometimes feels **sad** at being separated from loved ones. She is married to Zasit Cobaltarrow and has 4 children: Nish Wademirrored, Zuntir Tomestyphoons, 'MCreeper' Beautyrrough and Id Rhymedtower. She is the daughter of Sarvesh Gearedleopard and Melbil Portalbite. She is a faithful worshipper of Mishos. She is a citizen of The Scholarly Rags. She is a member of The Ave-inspiring Bulb. She is a former member of The Moral Rope. She is a former member of The Trumpets of Diamond. She arrived at Rethiban on the 22nd of Granite in the year 53. She is thirty-six years old, born on the 6th of Felsite in the year 18. Her lips are very thick. Her nose is narrow. Her brown skin is wrinkled. Her ears are somewhat narrow. Her head is somewhat broad. Her hair is amber. Her short hair is neatly combed. Her eyes are gold. She is very weak. 'Shidoni' Oslannish likes cobaltite, copper, pinfire opal, mega Salamence leather, lapras horn, golem bone, flasks and gabite for their speed. When possible, she prefers to consume strawberry wine and rock nut oil. She absolutely detests kricketot. She has very good creativity, a feel for music, a way with words and a sum of patience, but she has very bad analytical abilities and a poor ability to manage or understand social relationships. Like others in her culture, she holds crafts dwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce, values knowledge and finds nature somewhat disturbing. She personally finds eloquence and artful speech off-putting and thinks friendship is important. She dreams of creating a great work of art. She lives at a high-energy kinetic pace. She feels best when everyone gets along without any strife or contention. She dislikes receiving advice, preferring to keep her own counsel. She has a noticeable lack of perseverance. She doesn't seek out excitement. She is rarely happy or enthusiastic, and she is conflicted by this as she values parties and merrymaking in the abstract. She tends to hang on to grievances. She is grateful when others help her out and tries to return favors. She is assertive. She doesn't cling tightly to ideas and is open to changing her mind. She is quite polite. She is currently more rude. She is quite ambitious. She generally finds herself quite hopeful about the future. She is currently more fearless. She is currently more confident. She is currently more shameless. She is currently less private. She is currently more thoughtless. She laughs very loudly whenever she's nervous. She needs alcohol to get through the working day. Overall, Mistem is somewhat focused with satisfied needs. She is distracted after being unable to pray to Mishos. She is not distracted after being away from people. She is unfettered after staying occupied. She is unfettered after doing something creative. She is unfocused after being unable to acquire something. She is unfettered after drinking. She is unfocused after a lack of decent meals. She is unfettered after fighting. She is not distracted after being unable to argue. She is unfettered after being extravagant. She is level-headed after learning something. She is unfettered after helping somebody. She is unfocused after a lack of abstract thinking. She is not distracted after being unable to make merry. She is not distracted after being unable to admire art. She is unfettered after practicing a craft. She is unfocused after being away from family. She is unfocused after being away from friends. She is unfocused after being unable to practice a martial art. She is unfettered after practicing a skill. She is not distracted after being unable to take it easy.

A short, sturdy creature fond of drink and industry.

My and Ryukans infections don't actually infections. No pokemons list this update, because i'm lazy :P  
Will be in the next update(last, i guess) when i get which pokemon belongs to who.  
Oh, and there dwarven caravan demands for the next year. Doesn't matter, i guess, i'm p[ersonally use only prepared food for trade anyways. :P

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 13, 2017, 12:34:40 pm**

Klang please, and the combusken.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **May 13, 2017, 01:13:01 pm**

I'll take the Quilladin! if possible.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 14, 2017, 02:00:34 am**

Muk please, unless it came owned in the migrant wave.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Lord\_lemonpie** on **May 14, 2017, 03:52:06 pm**

I'd love that mamoswine

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 19, 2017, 04:46:31 am**

List of pokemons  
War trained:



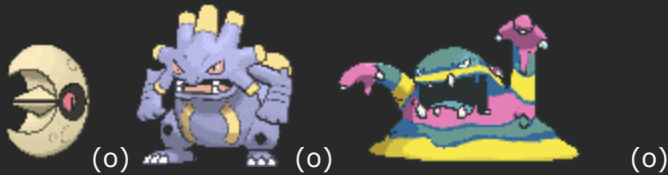
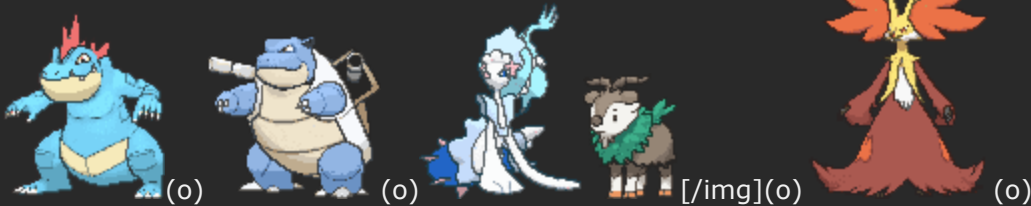
Hunt trained:



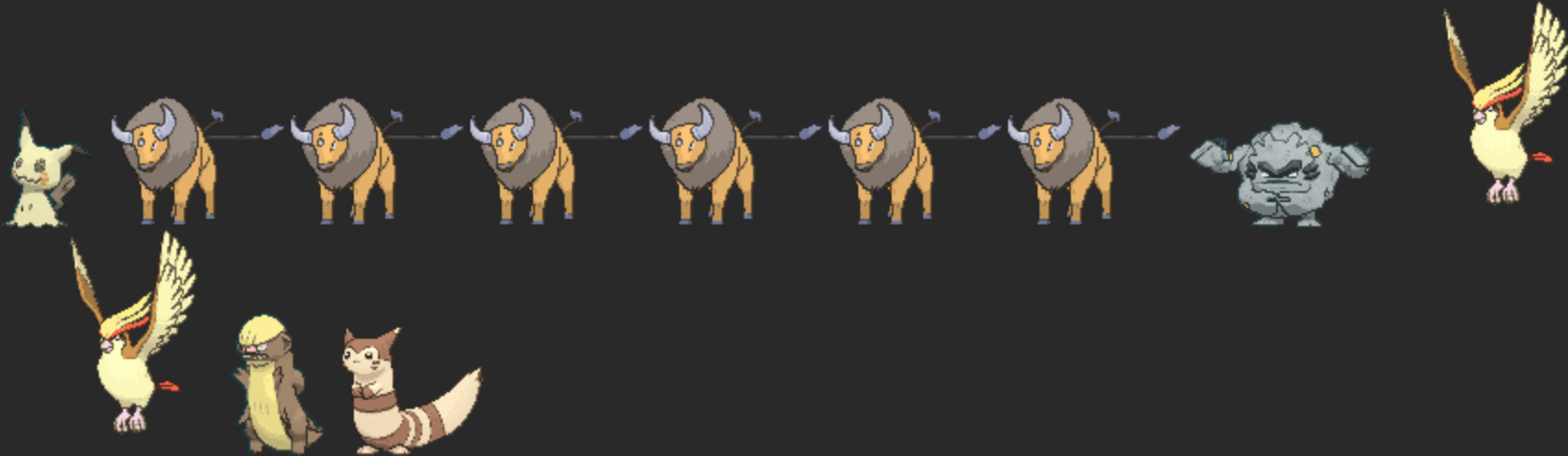
In training:



Tame:



Not tame:



Dead:



Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 19, 2017, 06:47:18 am**

I'd like of of the... um... Chimchar's evolution. I don't remember name.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 19, 2017, 07:12:50 am**



Not from me ;D Because you are dead and i don't know which dwarf you want.  
And at all. Not from me.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 19, 2017, 07:15:54 am**

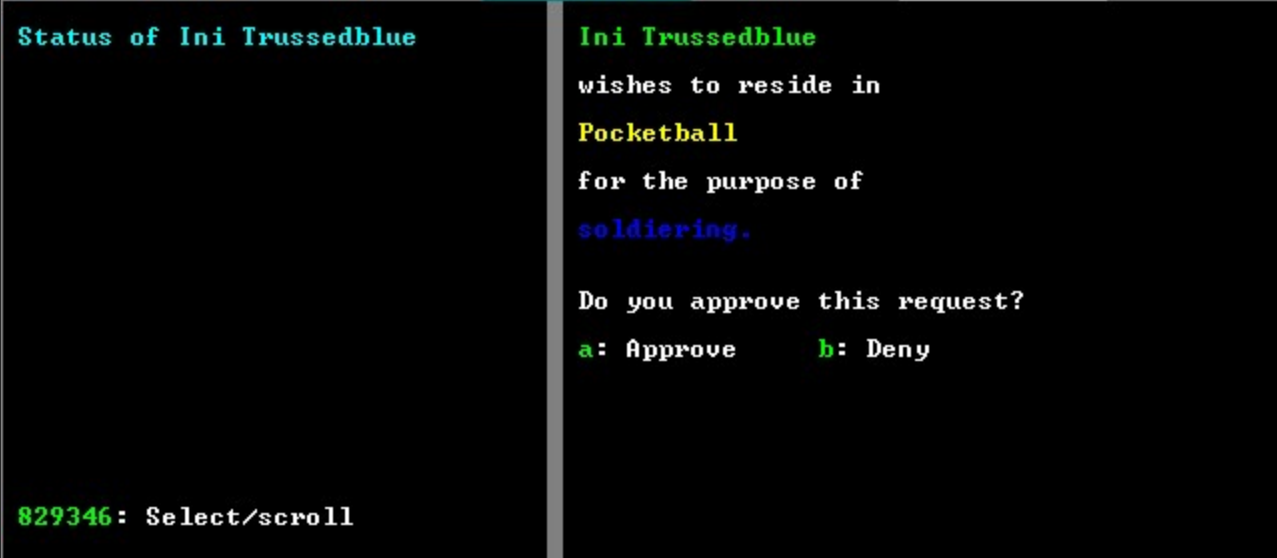
Quote from: MCreeper on May 19, 2017, 07:12:50 am

Not from me ;D Because you are dead and i don't know which dwarf you want.  
And at all. Not from me.

...ehm, no, there was never any mention of my guy dying. Now, I would like that Pokémon that I mentioned.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 21, 2017, 03:58:32 am**

Here the final update. Because being horribly lazy, it take me 3 days to post it.  
Glass, you now have combusken. No klang, though, because I just can't find it(found it when made pokemon list, but it's claimed as pet).  
Lemonpie, mamoswine is yours. Quilladin and muk isn't available, because they are already claimed by dwarfs as pets. Or it's ok?  
23 of Limestone  
Dwarven caravan has arrived. They bringed treecko, 4 mareeps, 2 flaaffys, miltank, some food and damn ton of cloth. Bought everything, except clothes  
25 of Limestone



Human lasher .... What's wrong? She don't have a whip. What's wrong? Dwarves CANT make whips! Damn, I'm playing this game from time to time over a year, but I didn't know before that dwarves can't made whips.  
28 of Limestone

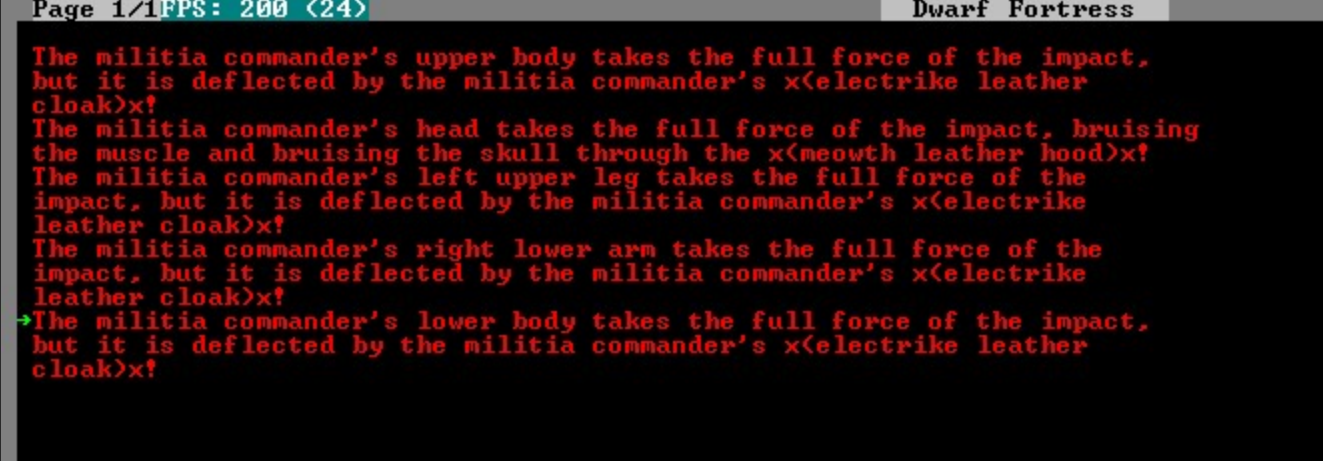


Yes. She suddenly turned into law-giver.  
( And at all, i had surprisingly a lot of human mercenaries.I heard that in past versions, if your cev recently was on war, there more chance that migrans will have some military skills. Does this work like that here?If human civ on war with elven civ, you will have more mercenaries(logic...)).

3 of Sandstone  
→Luhmat Cerunacu, Goblin Bowman is visiting.

Damn, goblins, siege us, not come as visitors, you can be enemies in this ways only in the next patch!( And you know what? They CAN'T siege us. Nearby goblin civ(and all goblin civs, actually), don't seems to exist.))

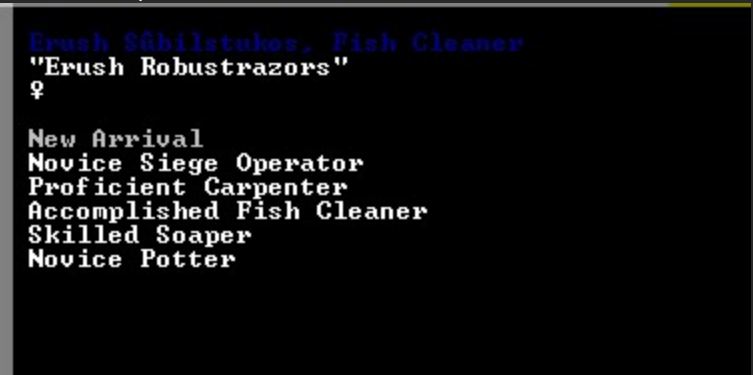
15 of Sandstone  
During building of water tower, Nomex broke floor under himself and fall 5 z-levels down.  
5-z levels, and almost everythen "deflected by cloth", damnit.



Out of nowhere there are wild totem gumshoos in a cage.  
20 of Sandstone  
Migrants have arrived:  
Dwarves:  
Siege engineer-swordsdwarf. Assigned to military.(dammit, give siege operators, no engineers!)  
Papermaker  
High master potash maker >\_<



Strand extractor  
Tresher  
Weaver  
Hunter. Actually he have no combat and labor skills at all.  
Miner  
This one :\



Pokemons, all claimed by dwarfs:

Rowlet  
Lunatone  
Exploud  
Alolan muk  
Mareep

24 of Sandstone

Engraver has been possessed! He claimed craftsdwarf workshop and one piece of raw adamantine and produced Counselliedflayer, a raw adamantine earring. It's worth 600000



11 of Timber

Siege engineer(not that one) gived bith to a boy.

10 of Moonstone

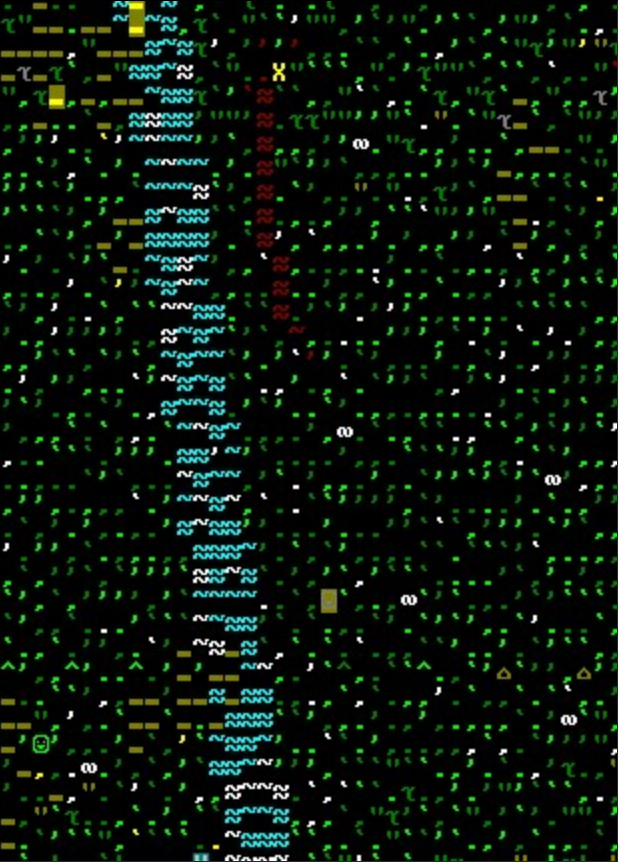
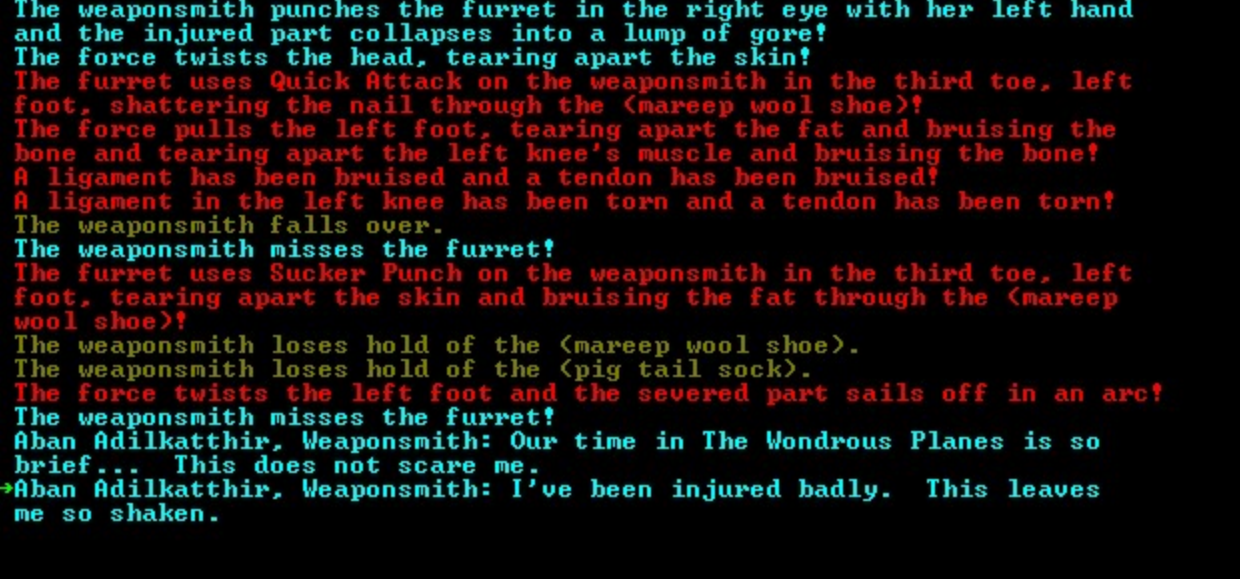
Stray chimchar transformed into Monferno!

13 of Moonstone

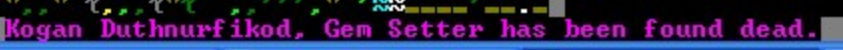
Furret has been caught into cage trap

15 of Moonstone

I noticed that jeweler have "recover wounded" job.. Wounded? Following him.



...  
And this thing looks so harmless?



God dammit, I'm calling military!

Too late, though I'ts get downed by Glass's war charizard.

Charizards have the same trouble as masterwork succubi – if they are fighting, they set all map on fire. Fortunately this fire was on the other side of the brook.

17 of Moonstone

Launch of water tower gone not without troubles. First, there was unfinished wall tile, because dwarves can' build diagonally (didn't I rebuilt it properly before?), misterious lever disconnections (I'm sure I connected them at least one time, and suspect that I connected some TWICE, but they are disconnected or just not working anyways) and suicidal dwarves and pokemons that try to clean blood from walls ( in room that half filled with bloody water, yes), take shortcut(I locked this hatch cover! No, I don't) or just absolutely unnecessarily wander in water room. Finally I reconnected all levers and get all idiots out of water room. Though, tower fills very slowly, both because of pump speed and unlimited watery works that dropped my FPS from 34 to 16. Yes, and I DON'T know how you can use this tower. At all.



18 of Moonstone  
I checked wounded smith in the hospital and found out that there no smith, there are heavily wounded fishedwarf. Fisherdwarf? Turns out there was 3 furrets: one get caught in a cage, second get killed by chimchar, and third engaged in fight with said fisherdwarf and get killed. But idon't noticed that second one killed not only gemcutter, but also weaponsmith and Glass. Glass's burned upper front teeth has been buried in the tomb.  
17 of Opal  
I know, it's too late, but I'm started another project: railway to magma smelters  
19 of Opal  
Pidgeotto transformed into pidgeot  
Charmeleon transformed into charizard  
Braixen has transformed into delphox  
And I built proper rooms for captain of the guard. With this engraving. :P  
26 of Opal



Well, there are damn lot of tauroses. I guess I'm calling a military...

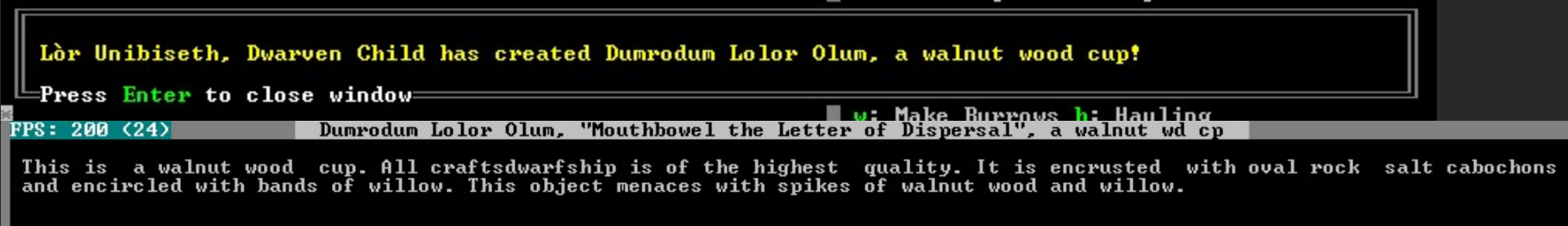


Seriously?! This damn furrets killed three dwarves to death, but when dwarves attacked by tauroses, they beat them to death by their bare hands?! Seriously?! I'm not calling military then.

The force twists the left knee and the part splits in gore!  
A ligament has been torn and a tendon has been torn!  
The carpenter gives in to pain.  
The tauros locks the carpenter's left hip with The tauros's right rear leg!  
The tauros bends the carpenter's left upper leg with The tauros's right rear leg and the left hip collapses!  
A ligament in the left hip has been torn and a tendon has been torn!  
The tauros releases the joint lock of The tauros's right rear leg on the carpenter's left upper leg.  
The tauros uses Take Down on the carpenter in the head and the injured part explodes into gore!  
An artery has been opened by the attack!

Well, it seems I underestimated them a bit.

Four tauroses has been trapped in a cage.  
27 of Opal  
Child get fey mood. She claimed two logs and joltik silk and made a willow cup



Railway project failed a bit, remining it in other way in other place.  
5 of Obsidian  
Discovered that "magma-safe anvils" includes iron anvils(But when you build magma pumps you must use steel components? WHY!?), facepalmed, built magma-forges.  
10 of Obsidian





Not a big thing, actually, I always can dig it out in any other place.

15 of Obsidian  
Excadrill attacked soap maker, but he killed it and end up only with bruised chest.

18 of Obsidian  
Astesh Kidetlokum has created a masterpiece adamantine battle axe!  
Weaponsmith made masterpiece adamantine battle axe!  
This goes to militia commander  
Well, actually he made two masterpiece adamantine axes in a row and he also the mayor.

26 of Obsidian  
Realized a bit too late that we don't have glass furnaces after trying to make musical instruments. Dwarves now building them near dining hall.

1 of Granite  
Dead walk! With at least two necromancers! Hide when you still can!

Spoiler (click to show/hide)

Do you have a plan, mister Fix?

Do I have a plan? Do I have a plan?! I have three kilograms of first-grade plan! I'll smoke this damn Fogg!

Well, I just knew that I will get dead walk on first of Granite. Positive news: we have well armed and ok-trained military(talented-skilled). Bad news: it not well armored. They just don't want to wear armor, some of them at all, some partially. My dwarf, for example, wear helm, breastplate and greaves, but don't wear gauntlets and boots. Idiots. Speaking about refusing to do things: dwarves just refuse to train pokemons past (-Trained-). Actually they refuse to train them past (semi-wild). I disabled all labors except animal training on FirePhoenix, and even assigned him to barrow that includes only animal stockpile, food stockpile and path between them(around meeting hall), but he just don't care and continue to socialize.

Only use for water tower – contaminating floors with mood and walls with various types of blood, slade, vomit and gengar saliva.

!!!!Again, what the hell is gengar saliva? !!! What effects it have?

Tower controls:

Upper right lever: opens floodgate on surface level

Lower right lever: opens and closes water supply form the brook

Left lever: opens floodgate on top of the tower.

Lever in dining hall: opens floodgate to dining hall, for all your tomb-flooding needs.

Railway finished on ~2\3. All what you need to do to finish it:

1. Wait before your miners mine out the whole thing
2. Painstakingly built all missing ramps(sometimes dwarves left ramps, sometimes not. With exactly same pattern. The mystery.)
- 3.Painstakingly designate "carve track"
4. Make sure that you(or me) missed something and fix it.
5. Run it!

Oh, and we also have all parts of musical instruments except glass and bone ones.

There is final z-screen

And demands screen, yes.

Good	Price	Priority
crutches	157%	-!0!-
ash	132%	!0!-
thread	134%	!0!-
prepared meals	191%	--!0!
musical instruments	141%	!0!-
leather bracelets	135%	!0!-
cut gems	138%	!0!-
cheese	133%	!0!-
toys	171%	-!0!-
crowns	155%	-!0!-

And save: <http://dff.d.bay12games.com/file.php?id=12913>

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 21, 2017, 11:27:41 am**

If nobody else is planning to overseer, can I take the save?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 21, 2017, 11:31:05 am**

No priority crowns.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Enemy post** on **May 21, 2017, 08:49:08 pm**

Quote from: Glass on May 21, 2017, 11:31:05 am

No priority crowns.

Just popping in to agree strongly with this.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 22, 2017, 11:49:21 am**

Was that a reply to my overseer request, or just a complaint with the demands screen? I'm confused.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Enemy post** on **May 22, 2017, 11:50:35 am**

Quote from: Paddywagon Man on May 22, 2017, 11:49:21 am  
Was that a reply to my overseer request, or just a complaint with the demands screen? I'm confused.

It's a joke about Necrothreat. (http://www.bay12forums.com/smf/index.php?topic=19308.0)

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 22, 2017, 12:31:52 pm**

Someone, claim the save alredy, beat the zombies (almots)without loses(yeah, it's totaaaaalyyyy pooosiiible) and let me complain about weakness of enemies in new versions and resulting booooooredooooom.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **May 22, 2017, 08:12:13 pm**

Hey, guys! Sorry for my inactivity; it's been a very busy week for me.  
Any updates on overseers and dorfs that I should add to the main post?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 23, 2017, 12:56:50 am**

I offered to oversee, but I'm waiting on confirmation. Doesn't look like anybody else is in the wings though, so I assume I can take the save?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 23, 2017, 12:42:31 pm**

Took the save, things are going incredibly poorly.. might have to savescum.

One awesome moment though, that tauros that killed the carpenter earlier got raised from the dead and killed a mercenary. The legend of Anginal lives on!

EDIT: Hey, we actually won! Losses were a little worse than I would have liked (sorry Lord Lemonpie... you fought like a hero) considering how ridiculously unprepared Pocketball was for a siege, especially an undead one (there were dead tauroses lying all over the place in front of the fort that got raised and did tons of damage) but Beirus's Sceptile, the Garchomp, and the Charizard carried the day. Pokemon and pretty deadly.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **May 23, 2017, 05:51:15 pm**

Quote from: Paddywagon Man on May 23, 2017, 12:42:31 pm  
Took the save, things are going incredibly poorly.. might have to savescum.  
...  
Hey, we actually won!

Well done **Paddywagon!**  
I secretly grab the save to see how bad was everything and try to play but the undead siege just kill all of the military.  
Also, sorry if my dwarf just decide to go to sleep in the middle of the siege lol

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 12:11:09 am**

Nopal did in fact sleep through most of it, and McCreeper just sort of wandered off. But as I said, our pokemon just slaughtered the humanoid zombies.

The Sceptile, Garchomp and Charizard I mentioned all died unfortunately (after hewing off more limbs and heads than I can count) but this one Crobat not only survived the battle, but racked up enough kills to get the name "Kadol Metbolt the Scorching Neutrality of Labyrinths". Pretty badass.

Unfortunately, since I thought I would be savescumming I didn't take nearly enough screenshots, so the fight is very poorly documented.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 24, 2017, 12:14:48 am**

Garchomp NOOOOOOOO!

And I think I lost my Tauros at some point.

Oh well, at least I have space for more Pokemon now. I want the Totem Gumshoos, and I want to war train it if possible.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 12:57:54 am**

You bet, I'll give you the totem Gumshoos. Sorry about losing the Garchomp, but take solace in the legions of zombies he Dragon Rushed back into the cold realm of the dead.

And as if that one Crobat with the huge title wasn't a badass already, I just realized that the one wound it took during the fight was a massive scar over its right eye. So hardcore.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 24, 2017, 01:02:45 am**

Did he get a title before he died?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 01:48:53 am**

No, surprisingly, but I was watching the combat logs and he certainly got a lot of kills. I think the Crobat killed a Tauros with a title and got a title that way - pretty sure either the Garchomp or the Sceptile had the most overall kills.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 24, 2017, 01:52:31 am**

Oh, oh, can I also get that alolan graveler that isn't tamed yet?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 24, 2017, 06:00:13 am**

:o

[screaming to the heavens] **CHARIZAAAAAAAAAAAAARD!**  
:'(

It appears that there is an unclaimed war Venasaur...

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 10:28:38 am**

I have... no idea what you're talking about.

(I claimed it, but mostly so it would join the battle. sorry.)

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 24, 2017, 10:31:04 am**

...it was unclaimed last page...

The mermaid starter one. Could I claim that one? Or the royal grass snake?

EDIT: also, does my avatar look broken right now?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 24, 2017, 12:37:24 pm**

It's OK.  
Quote from: Paddywagon Man on May 24, 2017, 12:11:09 am

Nopal did in fact sleep through most of it, and MCreeper just sort of wandered off. But as I said, our pokemon just slaughtered the humanoid zombies.

The Sceptile, Garchomp and Charizard I mentioned all died unfortunately (after hewing off more limbs and heads than I can count) but this one Crobat not only survived the battle, but racked up enough kills to get the name "Kadol Metbolt the Scorching Neutrality of Labyrinths". Pretty badass.

Unfortunately, since I thought I would be savescumming I didn't take nearly enough screenshots, so the fight is very poorly documented.

Again. Again my character is in military, armed with pretty cool weapon, and AGAIN whenever there is any significant fight he just not there. ESPECIALLY WHEN I'M NOT PLAYING

Well, you at least had more epic fight than i did. ::) My fight:

1. Calling the military to entrance, hoping that necromancers will ressurect zygarde.
- 2.Two stealth necromancers that come with other two with horde of zombies see the nasty dwarf and ressurect closest tauros corpse.
- 3.Then they all, except one of them, ran away because even creatures that supposed to be hostile are utter cowards in this versions.
4. Two necromancers has sprung from a bush near left-bottom corner before my tresher.
5. They ran away immediately too despite the fact that they can kill him with bare hands.
6. Zombies reached the entrance, militia charged at them, killed like 30 of them, than mostly get killed themselves.
7. Last necromancer ressurected head of my character and ran away too.
8. Monferno, or some other grass-igniting pokemon throwed fireball at zombies.
9. Grass ignited and all zombies has burned to ash.

Pfft

"Mermaid thing" was definitely yours, but since you are died, it's got unclaimed. Don't sure about mysteriously unclaimed charizard and sceptile, double too lazy to check the list.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 24, 2017, 12:56:23 pm**

...I'm confused. There has never been any mention of my character having died. My Charizard, yes, but not my character.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 24, 2017, 01:09:26 pm**

Quote from: Glass on May 24, 2017, 12:56:23 pm  
...I'm confused. There has never been any mention of my character having died. My Charizard, yes, but not my character.

You were reported dead in MCreeper's second update. Said they buried your burned upper front teeth in the tomb.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 24, 2017, 01:10:41 pm**

...ah.  
Redwarf me as the next scholar you get.



Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 01:46:21 pm**

Will do.

Edit: I checked, the Garchomp belonged to Beirus, the Charizard belonged to Glass, and the Sceptile belonged to some NPC dwarf.

Also Firephoenix11 and TheImmortalRyukan are lovers now.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 03:20:42 pm**

Migrant wave! The more useful ones of the bunch are:  
Accomplished Cook  
High Master Gelder (lol)  
Great Siege Operator - might build some ballistae  
High Master Mason (nice)  
High Master Wood crafter  
High Master Fisherdwarf  
Talented Clothier  
2 Skilled Diagnosticians

Plus a bunch of junk. The military is back up to size, though.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 24, 2017, 04:42:11 pm**

Scratch prior request, dwarf me as the Siege Operator.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 24, 2017, 05:15:53 pm**

The siege operator is currently fighting a geodude that already killed two other dwarves (I was off the thread for a bit, sorry)

I'll dwarf you and hope you don't have the shortest dwarfing ever as this guy.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 25, 2017, 08:15:02 am**

Quote from: Beirus on May 24, 2017, 01:09:26 pm

Quote from: Glass on May 24, 2017, 12:56:23 pm

...I'm confused. There has never been any mention of my character having died. My Charizard, yes, but not my character.

You were reported dead in MCreeper's second update. Said they buried your burned upper front teeth in the tomb.

. You has been killed in rabid furret attack! Notice this already! (Yeah,I'm bad at writing reports)

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 25, 2017, 09:17:38 am**

Well, you survived the geodude attack and are again a proud citizen of Pocketball.

I'll put up a full update with images once I finish the turn, but I'll do a quick interim list of unclaimed pokemon to see if any of you want them.

1 each of Excadrill, Nosepass, Furret, Alolan Golem, Braixen, Monferno, Serperior, Servine, Blastoise, Galvantula  
2 each of Eelektrik, Pidgeot  
a bunch of Tauros, Mareep and Flaafy

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 25, 2017, 09:21:11 am**

Monferno, please. The Alolan Golem, too.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Nopal** on **May 25, 2017, 10:51:34 am**

I want that Blastoise :-D  
Does anyone know if the tortoise can be trained for war in this mod?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 26, 2017, 02:31:52 am**

Furret, please. :D

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 26, 2017, 12:37:46 pm**

Quote from: Beirus on May 24, 2017, 01:52:31 am

Oh, oh, can I also get that alolan graveler that isn't tamed yet?

Don't forget I asked for the alolan graveler earlier, wherever it went. And I'll take the excadrill. War taming for both.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 26, 2017, 08:13:25 pm**

Oh yeah, forgot about your Alolan Graveler request. Well, the Alolan Golem Glass asked for is the same one, it evolved recently. Thankfully I checked this before playing again, so I can still give it to you (you did request it first).

Sorry about that Glass, but there are Geodudes in the caverns, so if I catch another it's yours.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 30, 2017, 06:00:19 am**

Update?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 30, 2017, 09:56:31 am**

12 more days left of the last month (I was busy over the weekend) so I should have the update done by the end of today.

It's been a crazy year.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 30, 2017, 06:38:45 pm**

Edit: The turn's finished, but the update won't be up until some time tomorrow

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **May 31, 2017, 12:36:13 am**

To next Overseer:  
Dorf me how ever you please, and give me Any Pokemon you please I want to see what kind of !!FUN!! I can get into as just a Dorf.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 31, 2017, 03:09:12 pm**

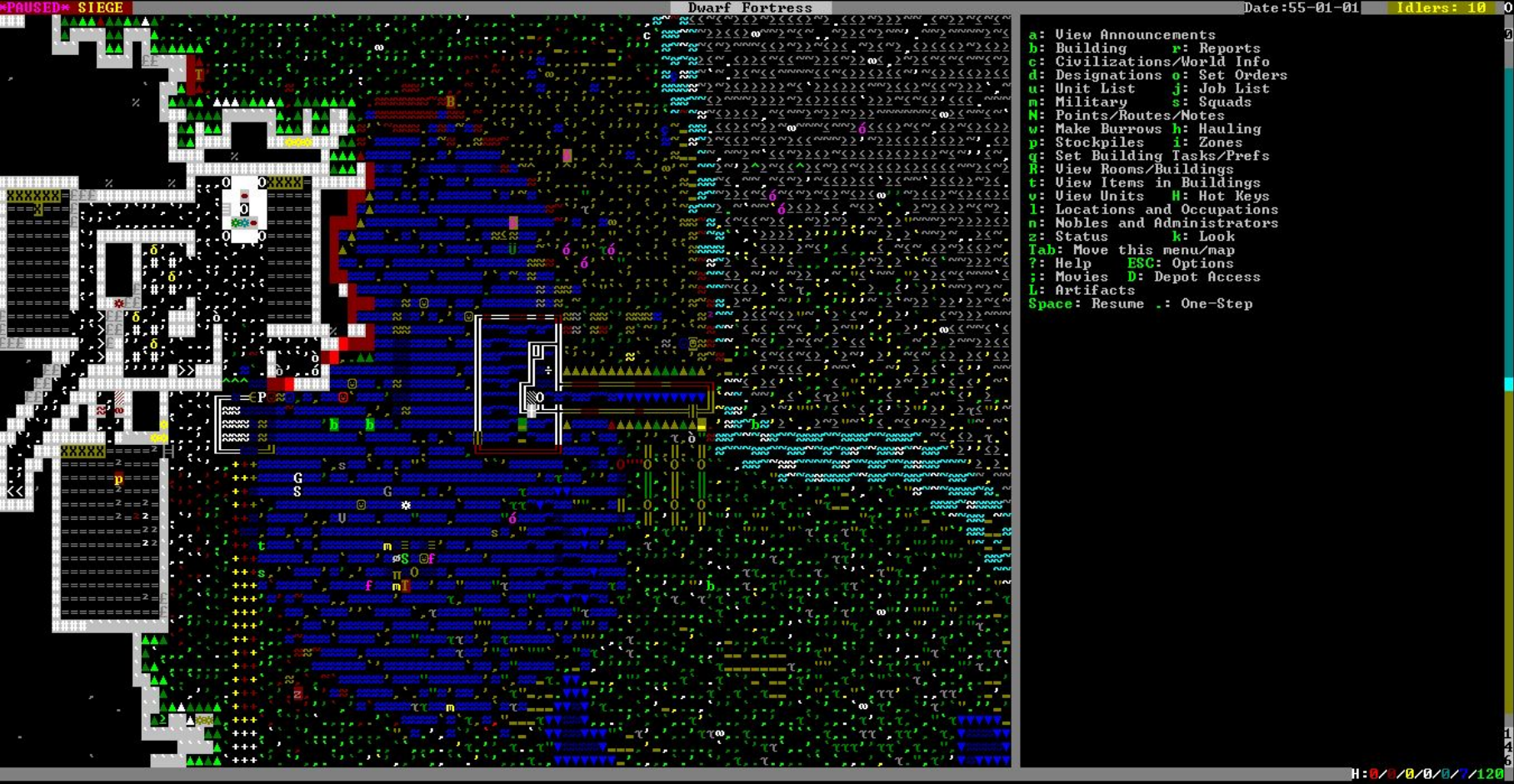
SAVE:http://dffd.bay12games.com/file.php?id=12941 (http://dffd.bay12games.com/file.php?id=12941)

(rather long update, but an interesting year)

Welp, bad news. The second the undead appeared, MCreeper resigned as overseer of the fortress. This is no time to be without leadership!

None of the other dwarves around me seemed willing to take over. A few of them had been overseers in the past and obviously dreaded doing a second term, and the rest seemed like idiots. With nothing else to do, I took over.

Feeling the responsibility weighing down on me, I took stock of the fort's various problems.



First, the entire area in front of the fort was flooded. Second, we had no real defences of any sort.

**Drink 12**

And third, we were basically out of booze. This was not looking good.

I decided each problem would have to be dealt with in turn. I put in an order for more booze, and had the lever pulled to shut off the water supply. Of course, all of this would be irrelevant if the undead horde wasn't dealt with. Well, time to suit up.

The battle was long and bloody. Lord\_lemontie died early in the fight, and my poor husband as well. The dear was part of our marksdwarf squad, which basically got wiped out. The previous overseers had instructed the unfortunate bastards to only use leather shields, of which we had none. There also was a surprising lack of fortifications, meaning the marksdwarves were about as useful as peasants with clubs.

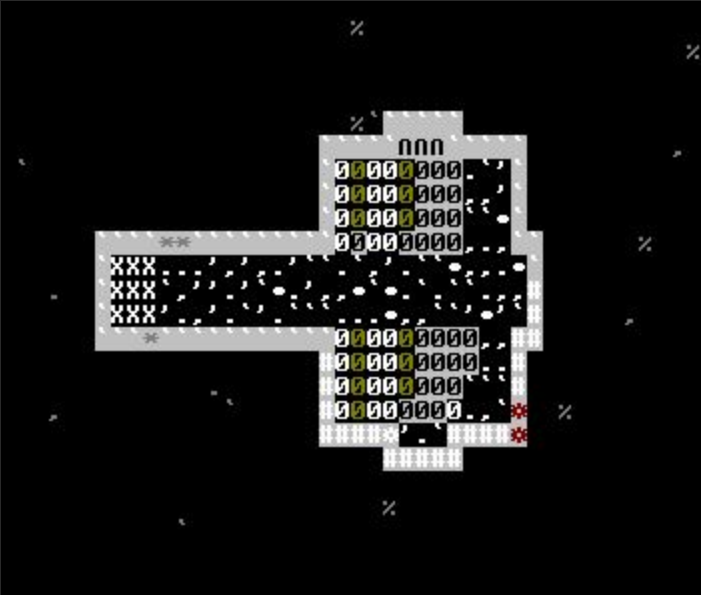
Our melee dwarves did much better, though we did suffer unfortunate losses. A few of our best - Nopal and MCreeper among others - basically skipped out on the fighting, but a few of our war pokemon stepped up to the plate. A Sceptile, a Garchomp, and a Charizard all held the line against the zombies, selling their lives bravely and bringing many of the dead with them. Then a Crobat belonging to one of the dead soldiers stormed onto the field in vengeance, lopping off heads and limbs left and right until the battle was won. I bestowed upon the now one-eyed bat the name of "Kadol Metbolt the Scorching Neutrality of Labyrinths" to honour its performance in battle, then went to the infirmary to have the wound on my arm stitched up.





A shot of the carnage.

In the aftermath of the battle I order the mausoleum greatly expanded, and have slabs and statues made of the fallen heroes,



Once the battle and the cleanup was finished, it struck me that I would now have to run the fortress. I volunteered as overseer because of the pressing emergency facing us, but the traditional term for an overseer is a full year. I don't know anything about leadership! I'm a soldier!

That said, this fort could use some improvements. Losses in the battle would not of been so bad if we had built fortifications, fixed the uniform orders, and maybe NOT PUT THE WEAPON AND ARMOUR STOCKPILES OUTSIDE THE FORTRESS.

SERIOUSLY.

So I go about my duties. Defences are built, weapons and armour are forged, adamantine mining expands in scope, and defences are built to protect our vulnerable fort.



In addition, I send parties to map out the caverns and set cage traps. Cavern pokemon are notoriously deadly, and I'd feel safer if we caught and trained a few.



Although to be honest... I've never heard of this pokemon before.



I consider catching it, but one of our more familiar pokemon beats me to it. Brutal.



The blastoise grabs the troll by the fourth finger, right hand with his left lower arm!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the right upper leg, bruising the muscle!  
The troll breaks the grip of the blastoise's left lower arm on The troll's fourth finger, right hand.  
The troll misses the blastoise!  
The troll charges at the blastoise!  
The troll collides with the blastoise!  
The blastoise is knocked over!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the upper body, bruising the muscle!  
The troll misses the blastoise!  
The troll charges at the blastoise!  
The troll collides with the blastoise!  
The blastoise is knocked over!  
The troll misses the blastoise!  
The troll attacks the blastoise but He jumps away!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the lower body, bruising the muscle and bruising the guts!  
The troll looks sick!  
The troll attacks the blastoise but He jumps away!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the lower body, bruising the muscle and bruising the guts!  
The troll looks even more sick!  
The troll is propelled away by the force of the blow!  
The troll slams into an obstacle!  
The troll vomits.  
The troll is no longer stunned.  
The troll vomits.  
The troll retches.  
The troll stands up.  
The troll vomits.  
The troll retches.  
The blastoise grabs the troll by the throat with his left upper arm!  
The troll misses the blastoise!  
The troll breaks the grip of the blastoise's left upper arm on The troll's throat.  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!  
→The troll has been knocked unconscious!

I guess that's why they call it Skull Bash?

Anyways, work continues apace. I also expand the pokemon training area and let the caged pokemon loose - they can't be wartrained from inside a cage! It largely works, except for one unfortunate Totem Gumshoos who turns feral in the middle of a crowd of war pokemon.

The gengar attacks the totem Gumshoos but He jumps away!  
The gengar grabs the totem Gumshoos by the left upper leg with her right upper arm!  
The totem Gumshoos uses Take Down on the gengar in the right lower arm, bruising the muscle!  
The gengar uses Shadow Punch on the totem Gumshoos in the lower body, bruising the muscle and bruising the spleen!  
The gengar uses Confuse Ray!  
The totem Gumshoos is hit by Confuse Ray!  
The totem Gumshoos is unable to break the grip of The gengar's right upper arm on The totem Gumshoos's left upper leg!  
The gengar uses Shadow Punch on the totem Gumshoos in the right upper arm and the injured part is smashed into the body, an unrecognizable mass!  
An artery has been opened by the attack!  
The totem Gumshoos misses the gengar!  
The gengar releases the grip of The gengar's right upper arm on the totem Gumshoos's left upper leg.  
The gengar grabs the totem Gumshoos by the throat with her right hand!  
The totem Gumshoos misses the gengar!  
The gengar places a chokehold on the totem Gumshoos's throat with The gengar's right hand!  
The gengar strangles the totem Gumshoos's throat, tearing apart the hair!  
The totem Gumshoos passes out.  
The gengar strangles the totem Gumshoos's throat, tearing apart the hair!

A few months pass largely uneventfully. We begin catching large numbers of powerful cavern pokemon, and the militia are now fully outfitted and training constantly. Then, the earth strikes back.

The weaver attacks the geodude but She jumps away!  
The geodude uses Smack Down on the weaver in the head, bruising the muscle, jamming the skull through the brain and tearing the brain!  
→The weaver has been knocked unconscious!

A couple of geodude slip through a cage trap waiting to be reloaded, and go absolutely ballistic. The weaver dies first, then a diagnoser and a fish dissector soon after, along with a Froakie that bravely tried to protect them. This is nuts!

This one engineer who had arrived recently (a fine siege operator - it would be a shame to lose him) is locked in battle with one of the stoney bastards. In the middle of the fighting he takes on the name Glass, in honour of one of our fallen overseers. It just might have been Armok's blessing or the spirit of Glass reborn, but he does about twelve rounds with the geodude despite some serious injuries, and basically beats the crud out of it until the militia make it down to the caverns and finish it off. On multiple occasions he starts leaving to get medical attention, but then decides instead to get back in and keep punching instead.

```
Abblel Keskalmedtob, Fish Dissector has been found dead.
Mosus Abanstigil, Diagnoser has been found dead.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Aláth Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
→You have struck mica!
You have struck violet spessartine!
You have struck mica!
You have struck galena!
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
Sibrek Zaluddomas has become a Stonecrafter.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkälán, Engineer cancels Rest: Interrupted by a geodude.
```







The mayor makes the right choice and is spared a beating. I set the miners to begin carving out my quarters and tomb immediately.

In addition, we are blessed with a particularly useful artifact.

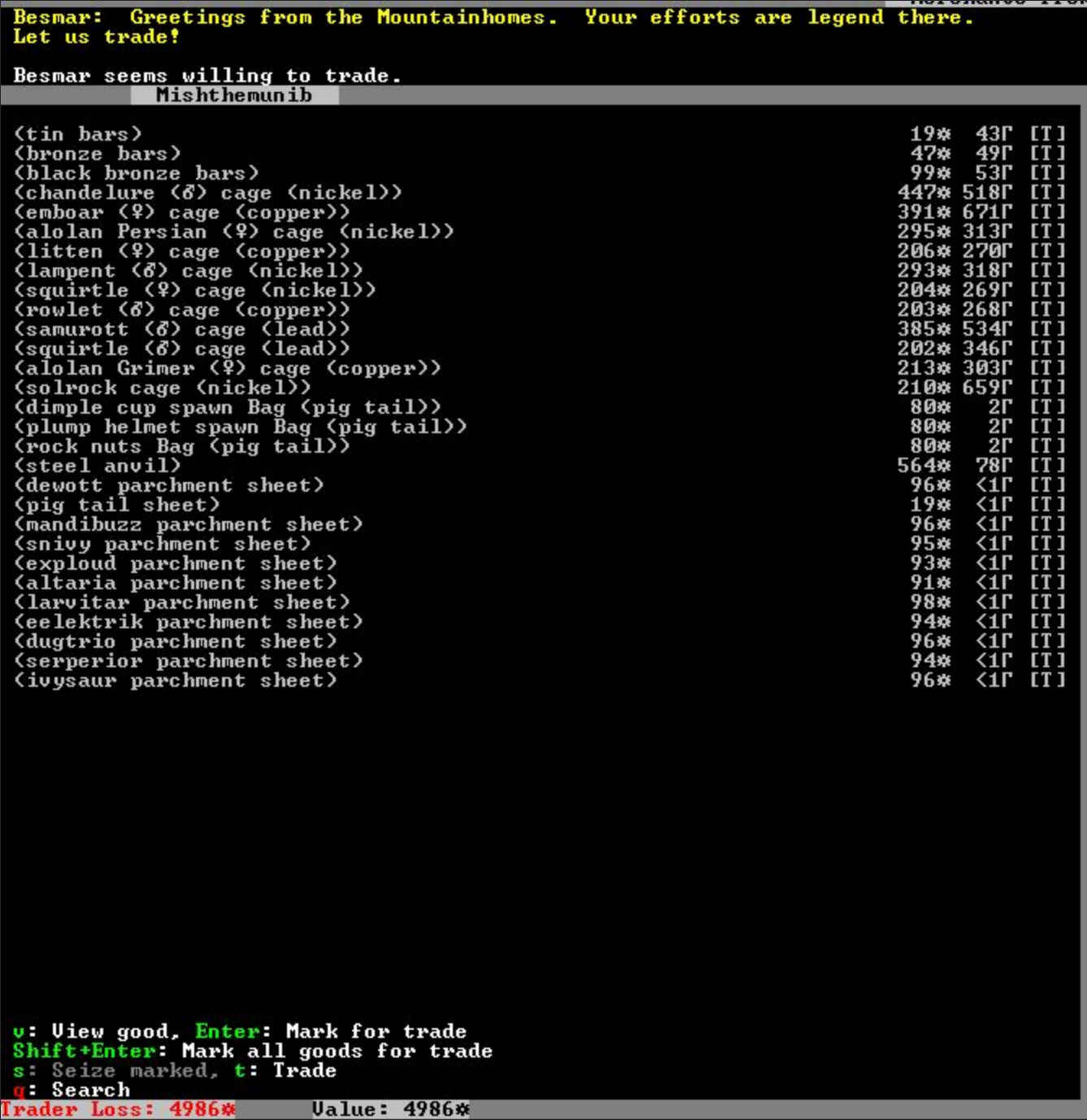


Artifact doors are indestructible, even to hosts of the Distortion World. The door is installed in the corridor leading to the adamantine vein, making me feel a little more secure in our mining. We are also blessed in another way - Kadol the Crobat, our fort's legendary zombie slayer, has sired a daughter.

A crobat have hatched.

Being a bit of a poison-type aficionado, and also the baron AND the overseer, I have the crobat war-trained and claim it as my companion before anybody else can open their mouths. I do, however, assign a good number of the other war beasts to the other claimants. The Galvantula that were caught in the caverns open up entirely new possibilities for defence with their electric webbing.

Merchants from the mountainhome came with the liason and set up in the depot. I take a break from my sparring to see what they brought and am immediately disappointed.



That's literally it. Even the elves brought more. Geez.

I buy their stuff and send them hurriedly on their way.

Later, much to the chagrin of RedMageCole (a Mimikyu enthusiast) Ryukan really drops the ball. He had told everybody that he was going to train the war Mimikyu, but just sort of stood there for months. I didn't notice until the Mimikyu turned feral and started attacking people.

The war mimikyu has reverted a wild state!  
Astesh Kidetlokum, mayor cancels Trade at Depot: Interrupted by a war mimikyu.  
Erush Oslanurus, Fisherdwarf cancels Store Item in Barrel: Interrupted by a war mimikyu.  
'TheImmortalRyukan' Zarethlör, Miner cancels Train war Mimikyu: No creature.

The Mimikyu didn't do much damage before being torn apart by the other pokemon, but I hate to lose such an awesome war beast.

This is on you, TheImmortalRyukan.

Meanwhile, a Muk in the caverns kills a mother and then mauls her baby. Despite everybody in the fortress being too lazy to help out the infant, it manages to crawl on its own all the way out of the caverns and into the fortress proper. It then just sort of sits in the entranceway to the fortress, an orphan with a destroyed foot. The little sweetie later grows into a child there on the front lawn, with some permanent injuries and an awesome story to tell.

The muk grabs the dwarven baby by the right lower arm with his right lower arm!  
The muk uses Pound on the dwarven baby in the left foot and the injured part collapses!  
An artery has been opened by the attack!  
The force twists the left ankle and the part splits in gore!  
A ligament has been torn and a tendon has been torn!  
The muk takes the dwarven baby down by the right lower arm with The muk's right lower arm!  
The muk releases the grip of The muk's right lower arm from The dwarven baby's right lower arm.  
Udil Likotössek, Dwarven Baby: Da...

Meanwhile, my project is all but complete. All I need is some intact corpses. Also, I'd like for the marksdwarves to get a little more training. If only there were a bunch of humans trapped in a single room that didn't do any work to benefit the fortress.

Oh wait. The tavern.

b The Attics of Defending Kill humans

The marksdwarves level up quite a few times shooting all the bards and poets in the tavern. I can't believe we didn't do this earlier! One of the visiting swordsmen gives us some trouble, killing a child, a fisherdwarf, and the fortress's only two planters. But all things considered this was a great way to get marksdwarf XP!

Future overseers - I'd recommend against attacking any visiting melee warriors, the poets give just as much XP and are way less deadly.

The many corpses created in this revolutionary new training regimen are hauled into the arena I had created over many months. A necromancer captured right at the beginning of my reign dwells in a small office in the middle, surrounded by fortifications and drawbridges. At the flick of a lever I can give him line of sight to the arena or block it. The militia are deployed in front of his chamber and the lever is pulled.



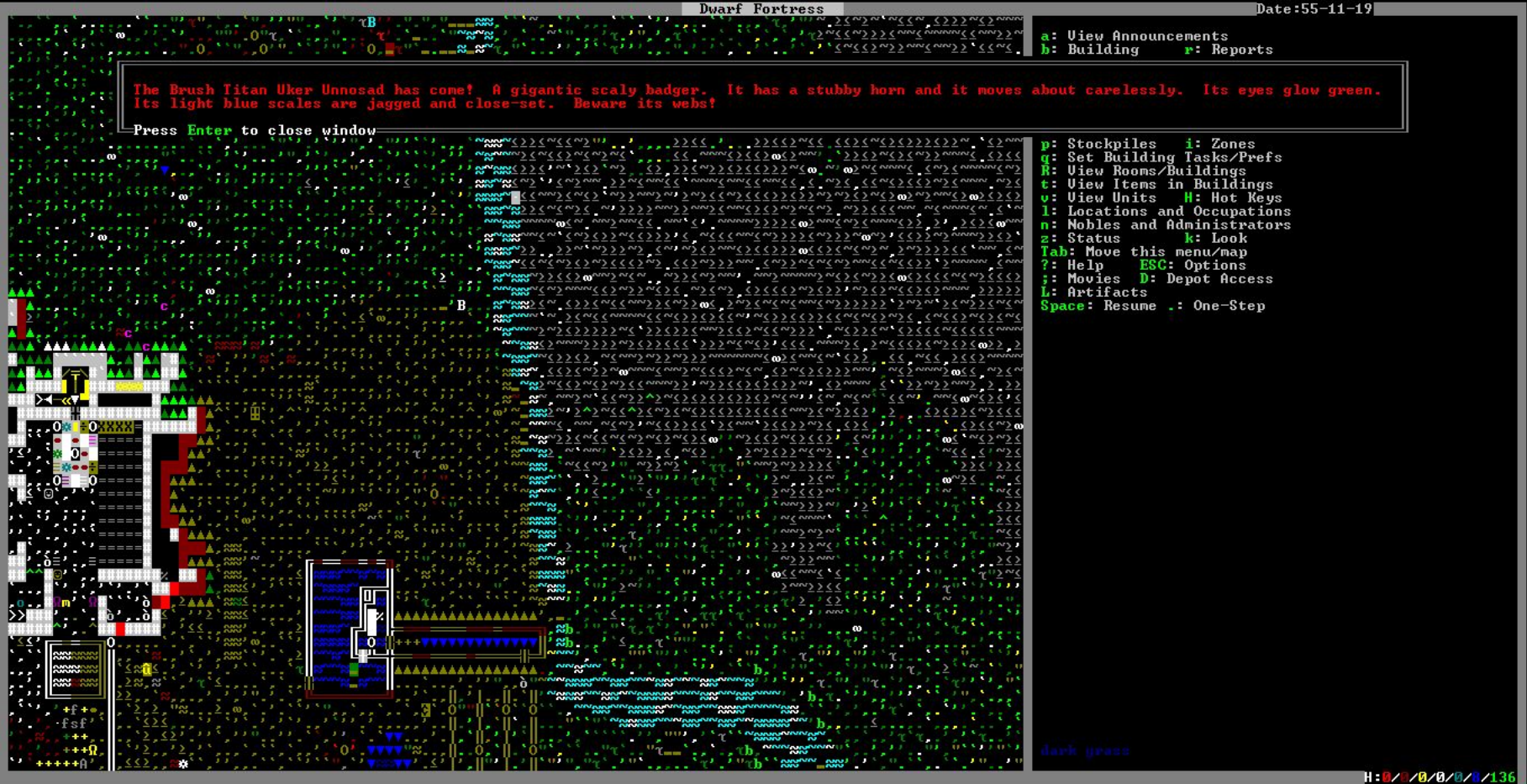
It's awesome! The terrified dark wizard animates all the corpses, leading to a huge zombie-slaying party. He raises the bits almost as fast as we hack them apart, leading to no end of quality military training. Eventually every corpse has been desecrated and mangled to the point where no amount of magic could make it move again and the necromancer is banished back into darkness.

Great training session guys! Feel that pump!

As my reign now begins to wind to a close, I put the finishing touches on the things that will be my legacy. My arena, my office, my magnificent statue garden, and the opulent tomb I constructed for myself out of garnierite and solid gold. And, you know, the awesome defences I built.

I'm almost sad that my reign is going to pass without them being put to use.





Wait, what? Crap! I thought my turn was basically over!

Ok, well, I can deal with this...



Wait, what the hell? Already?

There's like two weeks left in my year as overseer, let's not botch it all now.

The titan charges towards the fortress, though thankfully everybody has managed to get inside already. A Blaziken belonging to Glass (the old Glass not the new Glass) intercepts it but is beheaded after a brief struggle.



Blaziken has... fainted?

But after killing the Blaziken, instead of attacking the fortress, it jumps into MCreeper's derelict water tower. I really don't know why.

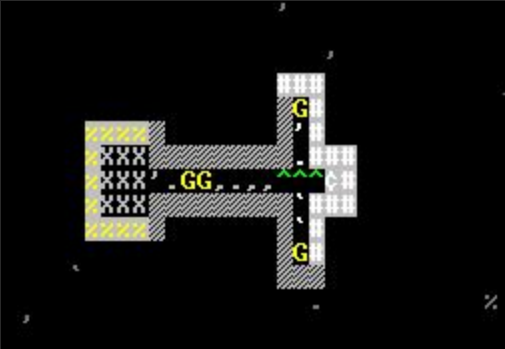


He seems happy to just chill there. He broke a few axles and things but now he's just treading water. I build walls around the floodgates to make sure he's never accidentally released, and I guess that pretty much solves the titan problem.

The forgotten beast, meanwhile, brutally murders a Squirtle and then just sits down in front of the door leading to the staircase. The beastie isn't even trying to break the door down, it's just sitting there. What's wrong with these monsters?



Still, its presence there is very inconvenient. It's basically shut down our metalworking industry and blocked off the caverns for us. It's standing on a cage trap though... if I could only web it...



Closer to the surface, a web trap is constructed. However, even when I unlock the door, the beast doesn't do anything. Well, if Acik Nomargalka won't come to the Galvantula, then the Galvantula will come to Acik Nomargalka.

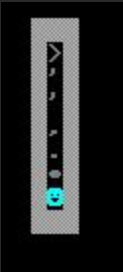
I tunnel across from the beast, pasture a Galvantula, and then carve fortifications in the wall separating them. The Galvantula throws webs all over everything... but the damn beast doesn't get caged! It doesn't even move or spew dust or anything. I don't understand it. The trap is loaded and the webs are definitely hitting it.

Annoyed beyond belief, I tell the fortress marksdwarves to stand where the Galvantula is and shoot their crossbows at it. The geniuses instead use MCreeper's unfinished minecart track to avoid the defensive position I'd built them and run at the monster head-on.

That gets its attention! For the second time in my reign, marksdwarves are butchered like mareep. Brilliant.

The Galvantula takes this opportunity to run away, even though the webs now seem to be working on it. Unfortunately there was no webbing left on the trap, allowing Acik to begin pounding at the fragile borax door.

Ah, screw it. The full militia, led by Beirus (our first legendary warrior, congrats!) are deployed to fight it.



The thing is dispatched quite quickly, though its dust got all over everything.

On Christmas day, Beirus and many of the other militia soldiers begin bleeding profusely, fainting, and suffering from body-wide advanced rot. Crap.



They're rotting so much you can barely see the hospital.

And then, in an anticlimactic (but relieving) end to the year, the rot suddenly goes away and they wake up and leave. The surgeons for some reason chose to start the surgery process by excising the rotten tissue from everybody's upper lip, so I guess having no upper lip is now the mark of a great warrior.

With the crisis solved (besides the titan relaxing in our water tower) I polish my magnificent statues, take a fond look at my opulent tomb, give a pat to my mighty Crobat companion. and pass the reins of overseer on to the next taker.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 31, 2017, 03:22:12 pm**

Ok, that's weird, my images don't seem to be working. When I hit "open image in new tab" it works fine though.

Sorry if it makes it a little less convenient to read.

Anybody want to be the next Overseer?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **May 31, 2017, 03:33:06 pm**

Well... My stupid projects seems to be actually usable :P One caught a titan, second added some fun to this fort. And my new android thing just refuses to open pictures at all. Which titan it was, actually?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **May 31, 2017, 04:11:13 pm**

Uker Unnosad. It's a scaly badger Brush Titan that has a horn and shoots webs.

I just know in a few years, after everybody's forgotten about him, he's going to climb out and wreck everything. That tricky scoundrel.

But yeah, your water tower made a great titan trap, even if I have no idea why he went into it.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Enemy post** on **May 31, 2017, 06:21:19 pm**

I fixed your images. The links were wrong, you needed to link directly to the image, rather than the page the images were on.

Quote from: Paddywagon Man on May 31, 2017, 03:09:12 pm  
SAVE:http://dffd.bay12games.com/file.php?id=12941 (http://dffd.bay12games.com/file.php?id=12941)

(rather long update, but an interesting year)

Welp, bad news. The second the undead appeared, MCreeper resigned as overseer of the fortress. This is no time to be without leadership!

None of the other dwarves around me seemed willing to take over. A few of them had been overseers in the past and obviously dreaded doing a second term, and the rest seemed like idiots. With nothing else to do, I took over.

Feeling the responsibility weighing down on me, I took stock of the fort's various problems.



First, the entire area in front of the fort was flooded. Second, we had no real defences of any sort.

**Drink 12**

And third, we were basically out of booze. This was not looking good.

I decided each problem would have to be dealt with in turn. I put in an order for more booze, and had the lever pulled to shut off the water supply. Of course, all of this would be irrelevant if the undead horde wasn't dealt with. Well, time to suit up.

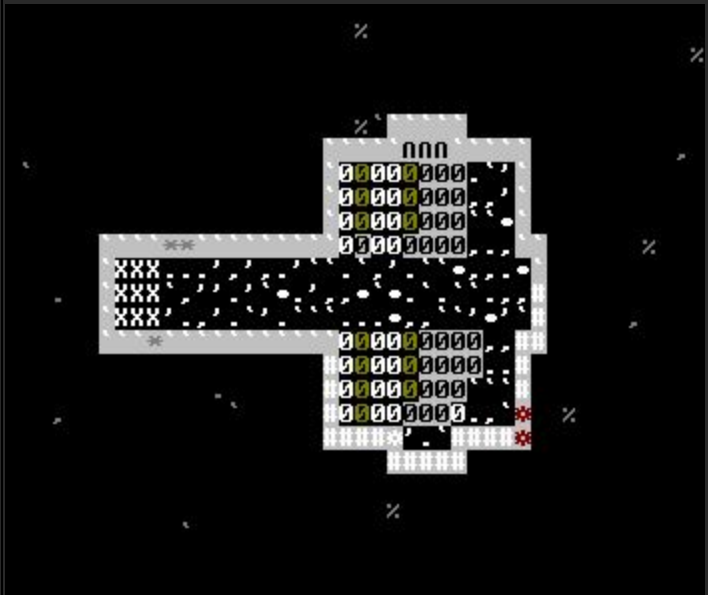
The battle was long and bloody. Lord\_lemontpie died early in the fight, and my poor husband as well. The dear was part of our marksdwarf squad, which basically got wiped out. The previous overseers had instructed the unfortunate bastards to only use leather shields, of which we had none. There also was a surprising lack of fortifications, meaning the marksdwarves were about as useful as peasants with clubs.

Our melee dwarves did much better, though we did suffer unfortunate losses. A few of our best - Nopal and MCreeper among others - basically skipped out on the fighting, but a few of our war pokemon stepped up to the plate. A Sceptile, a Garchomp, and a Charizard all held the line against the zombies, selling their lives bravely and bringing many of the dead with them. Then a Crobat belonging to one of the dead soldiers stormed onto the field in vengeance, lopping off heads and limbs left and right until the battle was won. I bestowed upon the now one-eyed bat the name of "Kadol Metbolt the Scorching Neutrality of Labyrinths" to honour its performance in battle, then went to the infirmary to have the wound on my arm stitched up.



A shot of the carnage.

In the aftermath of the battle I order the mausoleum greatly expanded, and have slabs and statues made of the fallen heroes,



Once the battle and the cleanup was finished, it struck me that I would now have to run the fortress. I volunteered as overseer because of the pressing emergency facing us, but the traditional term for an overseer is a full year. I don't know anything about leadership! I'm a soldier!



That said, this fort could use some improvements. Losses in the battle would not of been so bad if we had built fortifications, fixed the uniform orders, and maybe NOT PUT THE WEAPON AND ARMOUR STOCKPILES OUTSIDE THE FORTRESS.

SERIOUSLY.

So I go about my duties. Defences are built, weapons and armour are forged, adamantine mining expands in scope, and defences are built to protect our vulnerable fort.



In addition, I send parties to map out the caverns and set cage traps. Cavern pokemon are notoriously deadly, and I'd feel safer if we caught and trained a few.



Although to be honest... I've never heard of this pokemon before.



I consider catching it, but one of our more familiar pokemon beats me to it. Brutal.

The blastoise grabs the troll by the fourth finger, right hand with his left lower arm!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the right upper leg, bruising the muscle!  
The troll breaks the grip of the blastoise's left lower arm on The troll's fourth finger, right hand.  
The troll misses the blastoise!  
The troll charges at the blastoise!  
The troll collides with the blastoise!  
The blastoise is knocked over!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the upper body, bruising the muscle!  
The troll misses the blastoise!  
The troll charges at the blastoise!  
The troll collides with the blastoise!  
The blastoise is knocked over!  
The troll misses the blastoise!  
The troll attacks the blastoise but He jumps away!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the lower body, bruising the muscle and bruising the guts!  
The troll looks sick!  
The troll attacks the blastoise but He jumps away!  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the lower body, bruising the muscle and bruising the guts!  
The troll looks even more sick!  
The troll is propelled away by the force of the blow!  
The troll slams into an obstacle!  
The troll vomits.  
The troll is no longer stunned.  
The troll vomits.  
The troll retches.  
The troll stands up.  
The troll vomits.  
The troll retches.  
The blastoise grabs the troll by the throat with his left upper arm!  
The troll misses the blastoise!  
The troll breaks the grip of the blastoise's left upper arm on The troll's throat.  
The troll misses the blastoise!  
The blastoise uses Skull Bash on the troll in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!  
→The troll has been knocked unconscious!

I guess that's why they call it Skull Bash?

Anyways, work continues apace. I also expand the pokemon training area and let the caged pokemon loose - they can't be wartrained from inside a cage! It largely works, except for one unfortunate Totem Gumshoos who turns feral in the middle of a crowd of war pokemon.

The gengar attacks the totem Gumshoos but He jumps away!  
The gengar grabs the totem Gumshoos by the left upper leg with her right upper arm!  
The totem Gumshoos uses Take Down on the gengar in the right lower arm, bruising the muscle!  
The gengar uses Shadow Punch on the totem Gumshoos in the lower body, bruising the muscle and bruising the spleen!  
The gengar uses Confuse Ray!  
The totem Gumshoos is hit by Confuse Ray!  
The totem Gumshoos is unable to break the grip of The gengar's right upper arm on The totem Gumshoos's left upper leg!  
The gengar uses Shadow Punch on the totem Gumshoos in the right upper arm and the injured part is smashed into the body, an unrecognizable mass!  
An artery has been opened by the attack!  
The totem Gumshoos misses the gengar!  
The gengar releases the grip of The gengar's right upper arm on the totem Gumshoos's left upper leg.  
The gengar grabs the totem Gumshoos by the throat with her right hand!  
The totem Gumshoos misses the gengar!  
The gengar places a chokehold on the totem Gumshoos's throat with The gengar's right hand!  
The gengar strangles the totem Gumshoos's throat, tearing apart the hair!  
The totem Gumshoos passes out.  
→The gengar strangles the totem Gumshoos's throat, tearing apart the hair!

A few months pass largely uneventfully. We begin catching large numbers of powerful cavern pokemon, and the militia are now fully outfitted and training constantly. Then, the earth strikes back.



The weaver attacks the geodude but She jumps away!  
The geodude uses Smack Down on the weaver in the head, bruising the muscle, jamming the skull through the brain and tearing the brain!  
→The weaver has been knocked unconscious!

A couple of geodude slip through a cage trap waiting to be reloaded, and go absolutely ballistic. The weaver dies first, then a diagnoser and a fish dissector soon after, along with a Frookie that bravely tried to protect them. This is nuts!

This one engineer who had arrived recently (a fine siege operator - it would be a shame to lose him) is locked in battle with one of the stoney bastards. In the middle of the fighting he takes on the name Glass, in honour of one of our fallen overseers. It just might have been Armok's blessing or the spirit of Glass reborn, but he does about twelve rounds with the geodude despite some serious injuries, and basically beats the crud out of it until the militia make it down to the caverns and finish it off. On multiple occasions he starts leaving to get medical attention, but then decides instead to get back in and keep punching instead.

```

Abblel Keskalmedtob, Fish Dissector has been found dead.
Mosus Abanstigil, Diagnoser has been found dead.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Alāth Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
You have struck mica!
You have struck galena!
→You have struck mica!
You have struck violet spessartine!
You have struck mica!
You have struck galena!
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
Sibrek Zaluddomas has become a Stonecrafter.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.
'Glass' Erushkālān, Engineer cancels Rest: Interrupted by a geodude.

```

As I put my spear through the troublesome beast, I give Alath - no, Glass - a respectful salute.

More traps are put in after that to stop it from happening again. There are more killings in the cavern throughout my reign - mostly by Eelektri, which can both fly and swim to get around my traps - but nothing of the same magnitude.

Rura: Greetings. The crafts dwarfship of the dwarves is unparalleled.  
Let's make a deal!

Mong Zoku		Rethiban	
(rope reed cloth)	34* <1*	<Prepared Food Barrel (peach wood)>	3461* 62* [T]
(rope reed cloth)	34* <1*	<Prepared Food Barrel (alder)>	5830* 44* [T]
(rope reed cloth)	34* <1*	Prepared Food Barrel (apricot wood)	3726* 55* [T]
(rope reed cloth)	34* <1*	Prepared Food Barrel (willow)	3618* 45* [T]
(rope reed cloth)	34* <1*	<Prepared Food Barrel (peach wood)>	3430* 74* [T]
(rope reed cloth)	34* <1*	*Prepared Food Barrel (willow)*	4686* 73* [T]
(rope reed cloth)	34* <1*	-Prepared Food Barrel (willow)-	5046* 62* [T]
(rope reed cloth)	34* <1*	Prepared Food pot (chorax, large)	2240* 33* [T]
(rope reed cloth)	34* <1*	Prepared Food pot (rock salt, large)	3577* 57* [T]
(rope reed cloth)	34* <1*	Prepared Food pot (chorax, large)	4838* 44* [T]
(rope reed cloth)	34* <1*	Prepared Food pot (rock salt, large)	2500* 74* [T]
(Leather Bin (persimmon wood))	60* 33* [T]		
(spheal leather)	5* 2*		
(skwely leather)	5* 2*		
(fennskin leather)	5* 2*		
(empoleon leather)	5* 2*		
(blissey leather)	5* 2*		
(wooper leather)	5* 2*		
(squirtle leather)	5* 2*		
(bulbasaur leather)	5* 2*		
(combusken leather)	5* 2*		
(piplup leather)	5* 2*		
(Cloth Bin (oaken))	350* 13*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(rope reed cloth)	34* <1*		
(Cloth Bin (walnut wood))	180* 9*		
(flaaffy wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(flaaffy wool cloth)	17* <1*		
(flaaffy wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(flaaffy wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(flaaffy wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(flaaffy wool cloth)	17* <1*		
(mareep wool cloth)	17* <1*		
(Cloth Bin (persimmon wood))	350* 12*		
(rope reed cloth)	34* <1*		

v: View good, Enter: Mark for trade  
Shift+Enter: Mark all goods for trade  
s: Seize marked, t: Trade  
w: Search

v: View good, Enter: Mark for trade  
Shift+Enter: Mark all goods for trade  
o: Offer marked to Mong Zoku  
w: Search

Humans arrive for trading. They don't bring any pokemon, but I trade them some of Shidoni's fine meals for a pile of cloth and leather.

By around this point, I am starting to feel more comfortable as overseer. The militia has become a force to be reckoned with, adamantine equipment is plentiful, and there's plenty to drink. Numerous defensive improvements have been made to the fort, and I've even started work on several... projects.

►The crobat uses Leech Life on the misdreavus in the head and the severed part sails off in an arc!

Aw, maaan! Kadol! I wanted to catch that!

Kadol's mangled eye has largely healed, leaving the mighty bat with a really badass scar.

But the misdreavus wasn't the only mischievous lout to invade the fortress. Stungin the Kobold thief has returned!

```
Stungin, Kobold Thief
"Stungin"

<<large silver dagger>>, Multigrasp
<<small galvantula silk loincloth>>, Lower body
<<small galvantula silk tunic>>, Upper body
coating of Stungin's kobold tears (right eye)
coating of Stungin's kobold tears (left eye)
```

Hey Stungin! How's it hanging?

He leaves after a little while without stealing anything.

Meanwhile, down in the caverns, another dwarf is killed by an Eelektrik. This loss is particularly tragic in that the dwarf was a mother, and her husband had already perished in the undead attack. Her son is now an orphan.

"I feel so good!"

He feels **euphoric** due to inebriation. Within the last season, he felt **enjoyment** after playing make believe. He felt **enjoyment** after playing with a toy boat. He felt **enjoyment** after playing with a mini-forge. He felt **euphoric** due to inebriation. He was **blissful** after sleeping in a very good bedroom. He felt **enjoyment** while performing. He felt **enjoyment** while performing. He felt **euphoric** due to inebriation. He felt **euphoric** due to inebriation.

Poor kid. He seems to be taking it pretty hard.

A few months of work and training later, the outpost liason arrives. He meets with the mayor, offers to make Pocketball a barony, and asks if she has any recommendations for a baron.

```
The mayor Astesh Kidetlokum meets with the outpost liaison Ustuth Giginms

A Barony

the Axedwarf 'Nopal' Fikodar
the Miner 'TheImmortalRyukan' Zarethlòr
the Scholar 'RedMageCole' Likotgulnas
the Swordsdwarf 'Beirus' Zaneğïdath
the Pokemon Professor 'FirePhoenix11' Kennomal
the Brewer Lokum Sobirlogem
the Hammerdwarf 'MCreeper' Kinemdumat
the Fisherdwarf Olon Avuzdalzat
the militia captain Lòr Unibiseth
the Stonecrafter Lolor Limuloshur
the Cook Lorbam Therlethvucar
the Miner Shem Degëlkod
the Miner Sibrek Umâmkilrud
the Cook Unib Odrozhomrek
the manager ùshrìr Asteshotsus
the Fisherdwarf Unib Lisatrimtar
the Overseer 'Paddywagon Man' Shethêthendok
s: Search
Enter: Recommend      8293: Scroll recommendations
ESC: Done
```

The mayor makes the right choice and is spared a beating. I set the miners to begin carving out my quarters and tomb immediately.

In addition, we are blessed with a particularly useful artifact.



Artifact doors are indestructible, even to hosts of the Distortion World. The door is installed in the corridor leading to the adamantine vein, making me feel a little more secure in our mining. We are also blessed in another way - Kadol the Crobat, our fort's legendary zombie slayer, has sired a daughter.

A crobat have hatched.

Being a bit of a poison-type aficionado, and also the baron AND the overseer, I have the crobat war-trained and claim it as my companion before anybody else can open their mouths. I do, however, assign a good number of the other war beasts to the other claimants. The Galvantula that were caught in the caverns open up entirely new possibilities for defence with their electric webbing.

Merchants from the mountainhome came with the liason and set up in the depot. I take a break from my sparring to see what they brought and am immediately disappointed.



Besmar: Greetings from the Mountainhomes. Your efforts are legend there.  
Let us trade!

Besmar seems willing to trade.

Mishthemunib

<tin bars>	19*	43Γ	[T]
<bronze bars>	47*	49Γ	[T]
<black bronze bars>	99*	53Γ	[T]
<chandelure <δ> cage <nickel>>	447*	518Γ	[T]
<emboar <♀> cage <copper>>	391*	671Γ	[T]
<alolan Persian <♀> cage <nickel>>	295*	313Γ	[T]
<litten <♀> cage <copper>>	206*	270Γ	[T]
<lampent <δ> cage <nickel>>	293*	318Γ	[T]
<squirtle <♀> cage <nickel>>	204*	269Γ	[T]
<rowlet <δ> cage <copper>>	203*	268Γ	[T]
<samurott <δ> cage <lead>>	385*	534Γ	[T]
<squirtle <δ> cage <lead>>	202*	346Γ	[T]
<alolan Grimer <♀> cage <copper>>	213*	303Γ	[T]
<solrock cage <nickel>>	210*	659Γ	[T]
<dimple cup spawn Bag <pig tail>>	80*	2Γ	[T]
<plump helmet spawn Bag <pig tail>>	80*	2Γ	[T]
<rock nuts Bag <pig tail>>	80*	2Γ	[T]
<steel anvil>	564*	78Γ	[T]
<dewott parchment sheet>	96*	<1Γ	[T]
<pig tail sheet>	19*	<1Γ	[T]
<mandibuzz parchment sheet>	96*	<1Γ	[T]
<snivy parchment sheet>	95*	<1Γ	[T]
<exploud parchment sheet>	93*	<1Γ	[T]
<altaria parchment sheet>	91*	<1Γ	[T]
<larvitar parchment sheet>	98*	<1Γ	[T]
<eelektrik parchment sheet>	94*	<1Γ	[T]
<dugtrio parchment sheet>	96*	<1Γ	[T]
<serperior parchment sheet>	94*	<1Γ	[T]
<ivysaur parchment sheet>	96*	<1Γ	[T]

v: View good, Enter: Mark for trade  
Shift+Enter: Mark all goods for trade  
s: Seize marked, t: Trade  
q: Search

Trader Loss: 4986\*      Value: 4986\*

That's literally it. Even the elves brought more. Geez.

I buy their stuff and send them hurriedly on their way.

Later, much to the chagrin of RedMageCole (a Mimikyu enthusiast) Ryukan really drops the ball. He had told everybody that he was going to train the war Mimikyu, but just sort of stood there for months. I didn't notice until the Mimikyu turned feral and started attacking people.

The war mimikyu has reverted to a wild state!  
Astesh Kidetlokum, mayor cancels Trade at Depot: Interrupted by a war mimikyu.  
Erush Oslanurus, Fisherdwarf cancels Store Item in Barrel: Interrupted by a war mimikyu.  
\*TheImmortalRyukan' Zarethlòr, Miner cancels Train war Mimikyu: No creature.

The Mimikyu didn't do much damage before being torn apart by the other pokemon, but I hate to lose such an awesome war beast.

This is on you, TheImmortalRyukan.

Meanwhile, a Muk in the caverns kills a mother and then mauls her baby. Despite everybody in the fortress being too lazy to help out the infant, it manages to crawl on its own all the way out of the caverns and into the fortress proper. It then just sort of sits in the entranceway to the fortress, an orphan with a destroyed foot. The little sweetie later grows into a child there on the front lawn, with some permanent injuries and an awesome story to tell.

The muk grabs the dwarven baby by the right lower arm with his right lower arm!  
The muk uses Pound on the dwarven baby in the left foot and the injured part collapses!  
An artery has been opened by the attack!  
The force twists the left ankle and the part splits in gore!  
A ligament has been torn and a tendon has been torn!  
The muk takes the dwarven baby down by the right lower arm with The muk's right lower arm!  
The muk releases the grip of The muk's right lower arm from The dwarven baby's right lower arm.  
\*Udil Likotössek, Dwarven Baby: Da...

Meanwhile, my project is all but complete. All I need is some intact corpses. Also, I'd like for the marksdwarves to get a little more training. If only there were a bunch of humans trapped in a single room that didn't do any work to benefit the fortress.

Oh wait. The tavern.

b The Attics of Defending

Kill humans

The marksdwarves level up quite a few times shooting all the bards and poets in the tavern. I can't believe we didn't do this earlier! One of the visiting swordsmen gives us some trouble, killing a child, a fisherdwarf, and the fortress's only two planters. But all things considered this was a great way to get marksdwarf XP!

Future overseers - I'd recommend against attacking any visiting melee warriors, the poets give just as much XP and are way less deadly.

The many corpses created in this revolutionary new training regimen are hauled into the arena I had created over many months. A necromancer captured right at the beginning of my reign dwells in a small office in the middle, surrounded by fortifications and drawbridges. At the flick of a lever I can give him line of sight to the arena or block it. The militia are deployed in front of his chamber and the lever is pulled.



It's awesome! The terrified dark wizard animates all the corpses, leading to a huge zombie-slaying party. He raises the bits almost as fast as we hack them apart, leading to no end of quality military training. Eventually every corpse has been desecrated and mangled to the point where no amount of magic could make it move again and the necromancer is banished back into darkness.

Great training session guys! Feel that pump!

As my reign now begins to wind to a close, I put the finishing touches on the things that will be my legacy. My arena, my office, my magnificent statue garden, and the opulent tomb I constructed for myself out of garnierite and solid gold. And, you know, the awesome defences I built.

I'm almost sad that my reign is going to pass without them being put to use.



Wait, what? Crap! I thought my turn was basically over!

Ok, well, I can deal with this...





Wait, what the hell? Already?

There's like two weeks left in my year as overseer, let's not botch it all now.

The titan charges towards the fortress, though thankfully everybody has managed to get inside already. A Blaziken belonging to Glass (the old Glass not the new Glass) intercepts it but is beheaded after a brief struggle.

```
The hunting blaziken uses Double Kick on the brush titan in the left rear
leg, bruising the muscle!
The brush titan misses the hunting blaziken!
The hunting blaziken uses Blaze Kick on the brush titan in the upper
body, bruising the muscle and bruising the right lung!
The brush titan is having trouble breathing!
The brush titan misses the hunting blaziken!
The brush titan misses the hunting blaziken!
The brush titan shoots out thick strands of webbing!
The brush titan scratches the hunting blaziken in the head and the
severed part sails off in an arc!
→The hunting blaziken has been knocked unconscious!
```

Blaziken has... fainted?

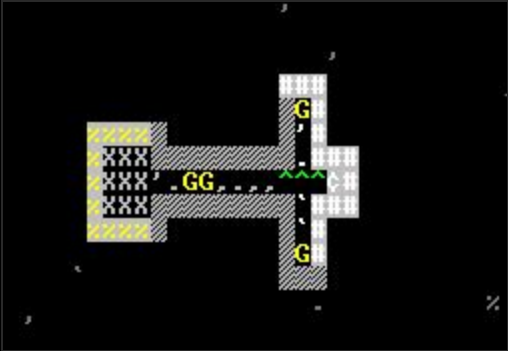
But after killing the Blaziken, instead of attacking the fortress, it jumps into MCreepers derelict water tower. I really don't know why.



He seems happy to just chill there. He broke a few axles and things but now he's just treading water. I build walls around the floodgates to make sure he's never accidentally released, and I guess that pretty much solves the titan problem.

The forgotten beast, meanwhile, brutally murders a Squirtle and then just sits down in front of the door leading to the staircase. The beastie isn't even trying to break the door down, it's just sitting there. What's wrong with these monsters?

Still, its presence there is very inconvenient. It's basically shut down our metalworking industry and blocked off the caverns for us. It's standing on a cage trap though... if I could only web it...



Closer to the surface, a web trap is constructed. However, even when I unlock the door, the beast doesn't do anything. Well, if Acik Nomargalka won't come to the Galvantula, then the Galvantula will come to Acik Nomargalka.

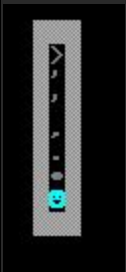
I tunnel across from the beast, pasture a Galvantula, and then carve fortifications in the wall separating them. The Galvantula throws webs all over everything... but the damn beast doesn't get caged! It doesn't even move or spew dust or anything. I don't understand it. The trap is loaded and the webs are definitely hitting it.

Annoyed beyond belief, I tell the fortress marksdwarves to stand where the Galvantula is and shoot their crossbows at it. The geniuses instead use MCreepers unfinished minecart track to avoid the defensive position I'd built them and run at the monster head-on.

That gets its attention! For the second time in my reign, marksdwarves are butchered like mareep. Brilliant.

The Galvantula takes this opportunity to run away, even though the webs now seem to be working on it. Unfortunately there was no webbing left on the trap, allowing Acik to begin pounding at the fragile borax door.

Ah, screw it. The full militia, led by Beirus (our first legendary warrior, congrats!) are deployed to fight it.



The thing is dispatched quite quickly, though its dust got all over everything.

On Christmas day, Beirus and many of the other militia soldiers begin bleeding profusely, fainting, and suffering from body-wide advanced rot. Crap.





They're rotting so much you can barely see the hospital.

And then, in an anticlimactic (but relieving) end to the year, the rot suddenly goes away and they wake up and leave. The surgeons for some reason chose to start the surgery process by excising the rotten tissue from everybody's upper lip, so I guess having no upper lip is now the mark of a great warrior.

With the crisis solved (besides the titan relaxing in our water tower) I polish my magnificent statues, take a fond look at my opulent tomb, give a pat to my mighty Crobat companion. and pass the reins of overseer on to the next taker.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Glass** on **May 31, 2017, 06:55:46 pm**

I want the Solrock and the Emboar.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **May 31, 2017, 07:26:26 pm**

Yay, legendary swordsdorf. Damn that got, though. Now I can't keep a stiff upper lip about things. Also, I'm sad that Totem Gumshoos died, but oh well. Good job not getting everyone killed.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 01, 2017, 12:01:40 am**

A horned badger chilling in the water tower, great pool guys!

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **June 01, 2017, 12:19:23 am**

I come back from my week-long vacation, and that dickface Ryukan gets my Mimikyu killed? I'll have his head for this. >:(

Hopefully I'll consistently be around this time, though! If anyone wants to give me an updated list of dorfs (actually, whoever the Overseer is, Enemy Post maybe?, can we get a list of the current units? Wanna know how I'm doing in terms of stats since I'm doing my Research.) I can post that, as well as a new turn order to keep things organized. If not, I'll look through things myself tomorrow!

Also, what the heck is a badger and a stegosaurid? Could have sworn I had made the raws Pokemon-only... weird.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 01, 2017, 12:39:34 am**

Quote from: RedMageCole on June 01, 2017, 12:19:23 am

I come back from my week-long vacation, and that dickface Ryukan gets my Mimikyu killed? I'll have his head for this. >:(

Hopefully I'll consistently be around this time, though! If anyone wants to give me an updated list of dorfs (actually, whoever the Overseer is, Enemy Post maybe?, can we get a list of the current units? Wanna know how I'm doing in terms of stats since I'm doing my Research.) I can post that, as well as a new turn order to keep things organized. If not, I'll look through things myself tomorrow!

Also, what the heck is a badger and a stegosaurid? Could have sworn I had made the raws Pokemon-only... weird.

It seems that for canon reasons it's a zigzagoon and probably a dino pokemon.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **June 01, 2017, 12:41:59 am**

If it's a Megabeast and a dinosaur Pokemon, can we pretend it's a Mega Venusaur? I like Venusaur.

Was gonna say Mega Aerodactyl, but that means it has to fly, so Mega Venusaur it is.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **June 02, 2017, 01:53:17 am**

Seems like quite a lot has happened. I'm guessing my Dwarf isn't doing to much beyond training Pokemon.

Quote from: RedMageCole on June 01, 2017, 12:19:23 am

Also, what the heck is a badger and a stegosaurid? Could have sworn I had made the raws Pokemon-only... weird.

I'm guessing you just did a quick gen? If you wanted to remove as much as possible, you would have had to of done an advanced gen and set the number of certain stuff to 0 (besides FBs, you need to use a mod to remove them).

Quote from: Paddywagon Man on May 31, 2017, 03:09:12 pm

I also expand the pokemon training area and let the caged pokemon loose - they can't be wartrained from inside a cage! It largely works, except for one unfortunate Totem Gumshoos who turns feral in the middle of a crowd of war pokemon.

You leave them in the cage until there's enough knowledge to keep them trained. Otherwise this will happen. Didn't I mention to keep them in the cages?

Quote from: Nopal on May 25, 2017, 10:51:34 am

Does anyone know if the tortoise can be trained for war in this mod?

Every Pokemon is war/hunting trainable. Hence why Elves use **every** Pokemon they can get their hands on (including vermin ones, which are confirmed to appear as a unit when used in a siege).

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **AztecCroc** on **June 02, 2017, 03:30:31 am**

So do the elves ride the ver-mon? Or do they just appear with them?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **MCreeper** on **June 02, 2017, 04:30:37 am**

Quote from: FirePhoenix11 on June 02, 2017, 01:53:17 am

Seems like quite a lot has happened. I'm guessing my Dwarf isn't doing to much beyond training Pokemon.

During my turn, i didnt seen you character doing anything beyond hauling, and, when i disabled it - socialaizing in the tavern. How it was in your turn, Paddywagon?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **FirePhoenix11** on **June 02, 2017, 08:16:55 am**

Quote from: AztecCroc on June 02, 2017, 03:30:31 am

So do the elves ride the ver-mon? Or do they just appear with them?

That would be an interesting thing to test, but there are no mounts that are also vermin. They are used just like any other war animal.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **Zefermcdwarfpants** on **June 02, 2017, 12:04:29 pm**

I can only pray that the badger stays in the water tower, becoming the fortress mascot.

I can see it now!

Come to pocketbook for the pokemon, stay for the giant beast in our water supply.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **RedMageCole** on **June 02, 2017, 01:02:11 pm**

*"Oh! Look at all the Pokemon you guys have!"*

*"Yep, there's no shortage."*

*"...What's that in the water tower?"*

*"That's a Badger."*

*"That's not a Poke-"*

***"That's a Badger."***

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **MCreeper** on **June 02, 2017, 02:09:22 pm**

Update front page already

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **RedMageCole** on **June 02, 2017, 02:20:47 pm**

Quote from: MCreeper on June 02, 2017, 02:09:22 pm

Update front page already

Please be patient; I've been going through a ton at the moment including graduation, looking for a job, college visits and a week-long stay with two allergy-inducing cats, and I come home to a mother who works my butt off. :/

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **Zefermcdwarfpants** on **June 02, 2017, 03:03:05 pm**

Quote from: RedMageCole on June 02, 2017, 01:02:11 pm

*"Oh! Look at all the Pokemon you guys have!"*

*"Yep, there's no shortage."*

*"...What's that in the water tower?"*

*"That's a Badger."*

*"That's not a Poke-"*

***"That's a Badger."***

I nominate this for a quote.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**

Post by: **Nopal** on **June 02, 2017, 07:09:14 pm**

Quote from: Zefermcdwarfpants on June 02, 2017, 12:04:29 pm

Come to Pocketball for the pokemon, stay for the giant beast in our water supply.

This needs to be drawn asap.

Spoiler: [Welcome to the World of Dwarvemon!](#) (click to show/hide)



ppl in the picture besides myself: Beirus[without his upper lip], RedMageCole and Uker Unnosad the badger

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 02, 2017, 08:40:33 pm**

Quote from: Nopal on June 02, 2017, 07:09:14 pm

Quote from: Zefermcdwarfpants on June 02, 2017, 12:04:29 pm

Come to Pocketball for the pokemon, stay for the giant beast in our water supply.

This needs to be drawn asap.  
Spoiler: Welcome to the World of Dwarvemon! (click to show/hide)



ppl in the picture besides myself: Beirus[without his upper lip], RedMageCole and Uker Unnosad the badger

This is brilliant, thank you for sharing this.

On an off note, did I get dorfed yet and who's our current overseer?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 02, 2017, 08:43:10 pm**

Quote from: Nopal on June 02, 2017, 07:09:14 pm

Quote from: Zefermcdwarfpants on June 02, 2017, 12:04:29 pm

Come to Pocketball for the pokemon, stay for the giant beast in our water supply.

This needs to be drawn asap.  
Spoiler: Welcome to the World of Dwarvemon! (click to show/hide)



ppl in the picture besides myself: Beirus[without his upper lip], RedMageCole and Uker Unnosad the badger

I forgot how beirus lost his lip.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **June 02, 2017, 09:38:54 pm**

It rotted off in the last update due to FB syndrome dust.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 02, 2017, 10:01:14 pm**

Quote from: Beirus on June 02, 2017, 09:38:54 pm

It rotted off in the last update due to FB syndrome dust.

Oh geez, did it get anywhere else or just your lip?

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Beirus** on **June 02, 2017, 10:26:16 pm**



Only the lip was lost because they cut the tissue away, as far as I know.

Hey Paddywagon, was it the whole upper lip or only a layer of tissue? I want to know if I still have a lip flap to grow a mustache on.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **June 03, 2017, 01:10:54 am**

Still a lip flap I believe, they just "excised rotten tissue". Every part of your body shows up in yellow on your wounds screen, but the lip isn't grey so I assume it's still there.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **June 03, 2017, 11:49:00 am**

Quote from: Nopal on June 02, 2017, 07:09:14 pm

This needs to be drawn asap.  
Spoiler: Welcome to the World of Dwarvemon! (click to show/hide)



ppl in the picture besides myself: Beirus[without his upper lip], RedMageCole and Uker Unnosad the badger

I haven't seen myself drawn in so long, and never as such a lovely dwarven specimen. This picture made this entire treacherous journey worth it. Thank you, Nopal.  
On a sidenote; do we have any takers for a new overseer? Because if not, I might revisit the fort for another year if everyone wanted, just so we can stall out finding new overseers.

Title: **Re: Welcome to the World of Dwarvemon! - Succession Fortress of Pocketball**  
Post by: **Zefermcdwarfpants** on **June 03, 2017, 01:59:06 pm**

Quote from: RedMageCole on June 03, 2017, 11:49:00 am

Quote from: Nopal on June 02, 2017, 07:09:14 pm

This needs to be drawn asap.  
Spoiler: Welcome to the World of Dwarvemon! (click to show/hide)



ppl in the picture besides myself: Beirus[without his upper lip], RedMageCole and Uker Unnosad the badger

I haven't seen myself drawn in so long, and never as such a lovely dwarven specimen. This picture made this entire treacherous journey worth it. Thank you, Nopal.  
On a sidenote; do we have any takers for a new overseer? Because if not, I might revisit the fort for another year if everyone wanted, just so we can stall out finding new overseers.

I could take the save, is the mod all in the raws? I don't have to put it in my main dwarf fortress file?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 03, 2017, 09:18:56 pm**

yup, just put the pocketball folder in your save folder and you're good to go.

I look forward to seeing how your turn goes!

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 03, 2017, 10:43:46 pm**

Did you upload the save? I haven't seen it.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 04, 2017, 08:21:11 am**

It's on beginning of paddywagon's post

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 04, 2017, 10:01:52 am**

Before I start:  
Who has died and wants a redorf.  
Who hasn't been dorfed at all?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 05, 2017, 09:15:52 am**

I wonder, i wonder... Is badger's AI smart enough to escape trough door ot floodgate on the roof and climb down?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 05, 2017, 11:14:26 am**

Actually that's going to be covered first update when I get around to cropping all of the photos

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 05, 2017, 12:00:27 pm**

Dammit!

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 10, 2017, 12:03:51 am**

Bumping, sprry for being inactive, my computer went down in a blaze of glory.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 10, 2017, 12:20:22 am**

ooh... did you finish the turn at least?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 10, 2017, 07:26:09 am**

I could not unfortunately.  
Icrieveryteim.  
If you want to take th e last save go ahesfsince nothing of importance happened in the short stint before my computer went in a blaze of glory.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 11, 2017, 07:48:34 am**

So... Who claims the save now?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 11, 2017, 08:06:40 am**

Quote from: MCreeper on June 11, 2017, 07:48:34 am

So... Who claims the save now?

If you want to you can, I just ask that I get dorfed.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 11, 2017, 10:15:22 am**

Don't very want to take a turn just after one other's turn. Anyone else?

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 12, 2017, 11:37:00 am**

Ok, dammit, if no one claims the save until tomorrow, i will do.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 12, 2017, 02:58:26 pm**

Patience, MCreeper. Patience.  
If not, I will do the turn. Do a revisiting of the fort and all. It'd also help me motivate to update the front page.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Taupe** on **June 12, 2017, 06:04:12 pm**

This may be the single most hilarious mod ive ever seen.

Also is that mareep still around? themareep line is my favorite of all, if you are still ...dwarfing? people.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 12, 2017, 06:42:13 pm**

You'll have to check with the next overseer, whoever that may be! But you will certainly be dorfed!

Speaking of overseer, what do you guys think we should do? Should we keep waiting in hopes that one of our dorfs or someone else wants to be overseer, or should someone already having their turn taken take up the torch? And if so, who? (Though if none come forward with ideas, I think it'd be most fair to go by who had their turn last; Me, then Phoenix, etc.)

*Also, it may not be links, but I updated the first post with Nopal's glorious art and Zefer's quote. It's something, okay?*

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 12, 2017, 08:29:46 pm**

Quote from: RedMageCole on June 12, 2017, 06:42:13 pm

*Also, it may not be links, but I updated the first post with Nopal's glorious art and Zefer's quote. It's something, okay?*

I'm touched. I would've finished my turn if my computer didn't cook hotdogs at the same time as I played games.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 12, 2017, 11:28:09 pm**

Opened the save file, and I got to see that:

- my Ivysaur (or did it evolve into a Venusaur) died
- there are a metrickton of Pokemon going untamed (though there's a nice Totem Mimikyu)
- one of you motherelfers disabled my library
- THERE'S A NECROMANCER IN THE MIDST.

This ought to be a fun update to write up if I got the honors.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 12, 2017, 11:48:14 pm**

When I was playing (before the great frying) the necromancer was just..static, despite the dead body right in front of him. I think it's because he is trapped by (I think) drawbridges. If he has his book we can keep it for our own.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 13, 2017, 11:26:22 am**

Yeah, the necromancer wont bother anybody unless you pull the lever in the dining room directly north of the arena.

Sorry about the library. I had to disable all the locations during the undead attack because the pokemon were just hanging out there instead of fighting, and I guess I missed that one when I was reactivating them.

That also reminds me - I also disabled the dump designations in the arena and refuse stockpile temporarily to speed up the dwarves clearing junk out of my awesome tomb. Once they finish just remove that designation and re-enable the more important ones.

EDIT - Also, I'm fine with the idea of older overseers redoing turns. I know I'd be happy to oversee again after a few years have passed.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 13, 2017, 01:41:45 pm**

Thanks for the info! My dwarf will cheer up once he gets it reactivated, though he'll need to keep out of it for a bit to train the Totem Mimikyu. :)  
Turn should come later in the day! Stay tuned!

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 14, 2017, 01:16:25 am**

...Or the turn would have come if my day wasn't filled with garbage upon garbage. :(

Turn should hopefully come tomorrow! Though in a way, stalling for time is good; gives us more time to find future overseers.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 14, 2017, 03:16:44 pm**

**Winter, Obsidian 31**

I got it! I *finally* got it!

After looking through a massive Pokedex that was brought upon by all corners of the world thanks to our faithful library, I have been able to narrow down the possibility of the very first Pokemon in existence thanks to extensive research! There can only be four possibilities.

Bulbasaur, Rhydon, Mew, and Arceus.

Naturally, my bias inclines me towards Bulbasaur, my faithful companion, but I had to keep an open mind. So which was it? Which was it? What-

Suddenly, I heard a knock on the door. Then a large bang as the door fell off of its hinges. I looked with a very dirty look at the entrance; it was Zefermcdwarfpants, looking very confused as to why I was there. I looked right back at Zefer with my own look of confusion; the dwarf seemed to be cooked like a hot dog. Before I could ask questions, they spoke.

"Listen, I need you to oversee the fort for me."

I adjusted my glasses.

"Excuse me?"

"Yeah, look, I'll go back to overseeing, but right now, I got my own problems to deal with. Nobody else wants to take over the fort, so it's your problem again. Why are you even still in here? This library's a wreck since Paddywagon closed the place down and forgot about it."



Now that Zefer had mentioned it, I was wondering why nobody had been coming to the library. Indeed, it seemed to be completely abandoned. I groaned.

"Damn it, Paddywagon..."

"You don't wanna say that, or threaten him. Paddywagon's the Baron."

I immediately spit out my drink.

"Who recommended *Paddywagon*!? I should be the one who's actually royalty!"

Zefer just shrugged at me.

"Rumor has it that Paddywagon had the Mayor threatened with a hammering, but that's just what I hear."

"Lovely."

I rolled my eyes.

"But whatever, I'll take the fort again."

"Thanks. Oh, and..."

Zefer looked at me with a rather strange face. Not sure what it meant.

Spoiler (click to show/hide)



"Good luck out there."

With his vague words, he quickly propped the door back up on its hinges as I collected my things and prepared for the work of an overseer. I hadn't seen the outside of the fort for quite some time, so I'm looking forward to seeing how my beloved fort has grown and prospered in the years I was busy.

### Spring, Granite 1

There was once a legendary tale of a fortress worse than HFS itself in another world. When I read about it, I was so intrigued as to why anyone would subject themselves to some hellspawn of a fortress like it. Many have heard of its tales, and I'm sure those who read my log have heard plenty about it as well. It was called... *Koganusân*. And quite honestly, I was perplexed by it. But now, I can kind of understand what must have went on in those dwarven heads as they had to look at their garbage dump of a fortress. To quote Ral Swaeringen, the fifth ruler of this fortress's first words upon seeing this fortress...

What

The

*Fuck.*



Everyone. I could hear a few 'necromancer's, a few 'wild Pokemon's, a few 'Tauros corpse's, and most of all, something about a *badger* in our *water supply*. Weird enough that we had a water supply like a bunch of *civilized* people, but what the *shit* was a *badger*? I looked through my Pokedex; nothing out of all of the 802 existing were even close to being named Badger. All I knew was, when I went to get some water (which apparently, we have a water tower now, I don't know why MCreeper didn't just decide we were fine with drinking out of the river like proper dwarves), some thick white stuff came out of the tap. I heard the thing shot webs, but I was not taking any chances; I immediately dumped it and proceeded to throw the cup against the wall. That was my favorite cup, too. I'm just gonna stick to booze, even if I'm somehow bleeding to death. I asked if I could see what this thing was, exactly, but all I got were some crude sketches, my favorite being Nopal's which I subsequently hung up in the library in respect. Speaking of those crude sketches, did I mention most of our military was running around with no upper lip? I don't even want to know *what* that's all about.

And what was this about a necromancer?! Okay, maybe there was a necromancer close to the embark point, but those guys just wanna sit there and jack off in their towers with their priceless books! Oh, but maybe if I got that necromancer's book, the library would truly be a world-class area... thinking about it, I want that to be my first project; making the library grandiose. It's the least I deserve from having to deal with all of this garbage.

I try to survey what I know of the fort. There were conveniences added to the design, but holy hell was it cluttered. To be fair, that was my fault, but the stockpile of captured Pokemon; it was ridiculous. Nothing was getting tamed. Frustrated, I drafted a bunch of dwarves to become Trainers. We need some of these things to be trained. Notably, this giant Mimikyū. He's precious and he's going to be mine, and Ryukan or Glass can't ruin it for me this time. I'm making some goddamn *changes* around here.

Stray hunting Serperior, ♂ (Tame)	DA	Work Animal
Erib Edtūlstākud, war Venusaur, ♀ (Tame)	DT	'Paddywagon Man' Shetbēthendok, Overseer
Stinthād Oltaroshosh, hunting Torterra, ♂ (Tame)	DT	'Lord_lemonpie' Geshudthikut, Herbalist
Rith Avuzustuth, hunting Gogoat, ♂ (Tame)	DT	'TheImmortalRyukan' Zarethlōr, Miner
Mōrūl Urdimmes, hunting Emboar, ♀ (Tame)	D	Degēl itebicum, Armorer
Stray war Tauros (+Trained+)	A	Work Animal
Stray war Tauros (-Trained-)	-A	Work Animal
Rith Telthikut, war Midday Form Lycanroc, ♀ (Tame)	DT	'Beirus' Zanegidath, Miner
Adil Zimkeludib, war Steelix, ♀ (Tame)	DT	'Beirus' Zanegidath, Miner
Stray war Pidgeot, ♀ (Tame)	DA	Work Animal
Iden Tolislōrbam, war Blastoise, ♀ (Tame)	DA	'Nopal' Fikodar, militia commander
Stray war Braixen, ♂ (Tame)	DT	Work Animal
Stray war Muk, ♂ (Tame)	DT	Work Animal
Ushat Berdaneral, war Monferno, ♀ (Tame)	DA	'Glass' Erushkālān, Engineer
Stray war Servine, ♀ (Tame)	DT	Work Animal
Logem Athamīteb, war Skiddo, ♀ (Tame)	DT	'MCreeper' Kinemdumat, Planter
Ustuth Kolkegeth, war Gogoat, ♂ (Tame)	DT	'MCreeper' Kinemdumat, Planter
Stray war Mamoswine, ♀ (Tame)	DA	Work Animal
Stray war Flaaffy, ♂ (Tame)	DA	Work Animal
Stray war Flaaffy, ♂ (Tame)	DA	Work Animal
Stray war Ampharos, ♂ (Tame)	DA	Work Animal
Stray war Ampharos, ♀ (Tame)	DA	Work Animal
Stray war Flaaffy, ♀ (Tame)	DA	Work Animal
Sākzul Āblelothil, war Furret, ♂ (-Trained-)	-A	'MCreeper' Kinemdumat, Planter
Stray war Tauros (+Trained+)	A	Work Animal

I survey the Pokemon we have, and note that my Venusaur was owned by Paddywagon Man. God damn it, he takes my potential Barony role and steals my Venusaur from me?! This can't stand; this must not stand! I might have to find a way to deal with Paddywagon Man later.

Armok knows nobody was doing anything either. I wanted to put on a bunch of new trainers so we can get some of these Pokemon trained, but everyone was 'storing items in stockpiles' which who knows what they're stockpiling anyway. Then I see it.



One of the previous asshole Overseers set two catapults to be fired at will into some hole. I don't know what the hell the purpose is other than to train paltry levels in siege operating, but I told them to stop it because everyone seemed to be hauling the stone back into the stockpile. Also, I don't know who did this, but I'm going to blame Paddywagon for it because Paddywagon has been the source of my woes lately.



As I'm exploring the bedrooms, I find the necromancer everyone's been freaking out about; trapped in some arena of sorts. If Paddywagon is responsible for this, I'll at least say this idea kicks ass, but at the same time, I want that necromancer's book. He's not even doing anything with the corpses, so I might just annihilate him when I can set up a bum rush. For now, though, there are more important things to be done.

Like seeing my new bedroom; didn't even know I had one, I just mostly slept in the library!

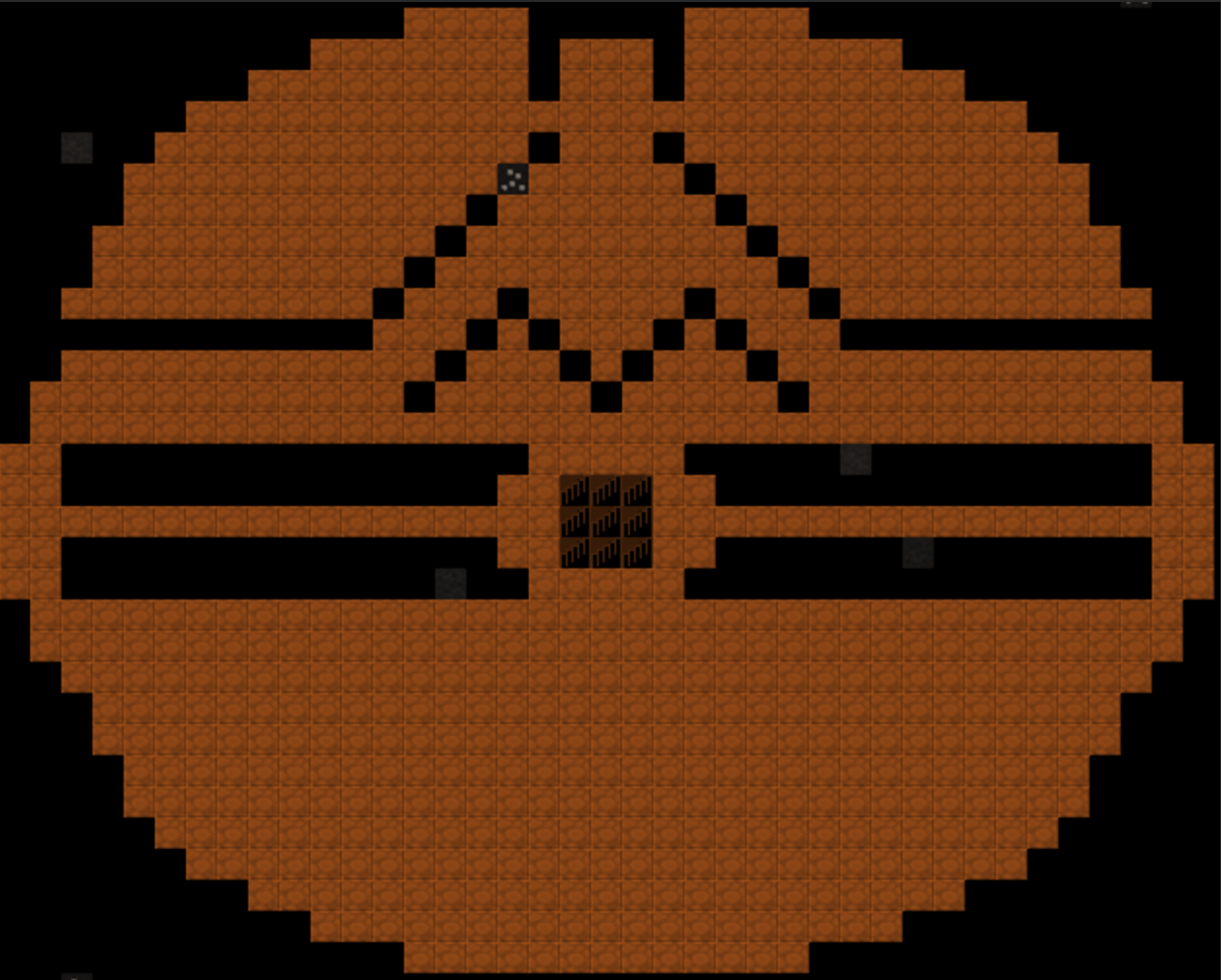


Really? That's it, Paddywagon Man?! I don't even know if you were the one who made the bedrooms, but I'm still blaming you for this. After my survey of the area, I'm doing my first project; making a library. But I'm also going to be making myself a better damn room in that library. For now, I just give it up to charity.



Probopass, ♂	A	Not Tame
Muk, ♀	A	Not Tame
Geodude, ♀	A	Not Tame
Geodude, ♀	A	Not Tame
Aloian G  dude, ♀	A	Not Tame
Aloian Geodude, ♂	A	Not Tame
Probopass, ♀	A	Not Tame
Ex  drill, ♀	A	Not Tame
Excadrill, ♂	A	Not Tame
Furret, ♂	A	Not Tame
Galvantula, ♀	A	Not Tame
Galvantula, ♂	A	Not Tame
Probopass, ♂	A	Not Tame
Aloian Muk, ♀	A	Not Tame
Ruthöshenshal, Muk, ♂	A	Not Tame
Galvantula, ♂	A	Not Tame
Excadrill, ♀	A	Not Tame
Ex  drill, ♀	A	Not Tame
Eelektrik, ♀	A	Not Tame
Probopass, ♂	A	Not Tame
Excadrill, ♀	A	Not Tame
Geodude, ♂	A	Not Tame
Aloian Geodude, ♀	A	Not Tame
Aloian Geodude, ♀	A	Not Tame
Totem Mi  kyu, ♀	T	Not Tame
Geodude, ♂	A	Not Tame
Hosepass, ♂	A	Not Tame
Al  an Muk, ♀	A	Not Tame
Muk, ♀	A	Not Tame

Look at all of these Pokemon. Why are there so many untamed Pokemon? I immediately schedule for them to be trained by anyone unless anyone requests. But I do decide to train that Totem Mimikyu. It's a Mimikyu with flair and I want it. The least I can do is have myself a Mimikyu when I don't have my Venusaur anymore. :(



But for now, meet the design of the new library. I entered a strange mood and had this strange image of something called a Master Ball in my head; something used to capture Legendary Pokemon. Thus, I had to make the design of it the new library. Plus, the little lumps on the top are going to be my room.

adamantine wafers  
Stockpile #7  
rock salt Cavern Floor

Also, what the fuck?! We struck ADAMANTINE?! Just how much did I miss?!

I indeed go down and find our adamantine mine. Sweet Armok, that's delicious. Of course, whoever was mining it decided that just because there was 'warm stone', it was too scary to mine. Well, I'll be the judge of that! I have an adamantine stockpile built quickly so that we can store it just in case shit does hit the fan. But for now, we're gonna dig deeper. DEEPER.

Nobody else went with my policy of 'make all of the peasants miners', so I draft all of the peasants as miners. Except for one militia captain who was a peasant; guy called himself Taupe. Had some kind of obsession with Mareep, so I let him have the stray Mareep. Would make a nice war companion.

### Spring, Granite 2





Damn it, Paddywagon Man, how did you even find the paint to make that shit look like a Gulpin?! Fine, I'll let you have this one. Jesus, I don't know how this whole thing can get any more-

Alu Amethaica: You have disrespected the trees in this area but this is what we have come to expect from your stunted kind. Further abuse cannot be tolerated. Let this be a warning to you.

.  
.
.  
.



a Legion of Druddigons

b The Attics of Defending

c The Geared Tempests

Kill Al Amthc, dplmt

Kill Al Amthc, dplmt

Kill Al Amthc, dplmt

Near sq: Legion of Druddigons

a etc.: Select exclusively

A etc.: Select multiple

+\*/: Scroll list

k: Attack

o: Cancel orders

z: Center on selected squad

s: View schedule

t: Active

p: Select individuals

Space: Resume

ESC: Done

m: Move

.: One-Step

Let's see what happens. (<https://www.youtube.com/watch?v=q9HzqxwKfiM>)

The diplomat jumps away from The flying ≡copper bolt≡!  
Alu Amethaica, diplomat: I must withdraw!  
The baroness of Pocketball strikes the diplomat in the left lower arm with her ≡copper shield≡, bruising the bone ugh the ({jute coat})!  
The force pulls the left elbow, tearing apart the muscle and bruising the bone and tearing apart the muscle and uising the bone!  
A ligame has bee torn and a tendon has been torn!  
The baroness of Pocketball kicks the diplomat in the head with her left foot, bruising the muscle through the ({ramie hood})!  
The force twists the neck, tearing apart the at and tearing apart the upper spine's nervous tissue!  
A tendon in th upper spine has been torn!  
→The diplomat falls over.

GET HIM! GET HIM! LET NO ELF LEAVE ALIVE!

The diplomat looks sick!

The baroness of Pocketball scratches the diplomat in the left upper leg, fracturing the bone through the x({rope reed hausse})x!

The force twists the left hip, tearing apart the muscle and tearing apart the muscle!

Alu Amethaica, diplomat: I've been injured badly. There is no hope!

The baroness of Pocketball kicks the diplomat in the upper body with her right foot, bruising the muscle and shattering the left false ribs through the x({jute coat})x!

The baroness of Pocketball punches the diplomat in the right eyelid with her left hand, bruising the skin through the x({jute coat})x!

The force twists the head, tearing apart the skin!

Alu Amethaica, diplomat: Those injuries... Ahhhhhhh! No!

The baroness of Pocketball strikes the diplomat in the upper body with her "copper shield", bruising the muscle and bruising the left lung through the ({rope reed cape})!

The baroness of Pocketball strikes the diplomat in the upper body with her "copper shield", bruising the muscle, jamming the left true ribs through the heart and tearing apart the heart!

A major artery in the heart has been opened by the attack!

The "copper shield" has lodged firmly in the wound!

The baroness of Pocketball pulls on the embedded "copper shield".

The baroness of Pocketball gains possession of the "copper shield".

→The baroness of Pocketball kicks the diplomat in the upper body with her left foot, bruising the muscle and bruising the heart through the ({rope reed cape})!

EAT HIS INNARDS AND I MIGHT LET YOU KEEP YOUR DUMBASS TOMB, PADDYWAGON!



YES! SUCK ON THAT, YOU PANSY SUDOWOODO HUGGING ELF! I WILL FEED YOUR GENITALIA TO THE BADGER LIVING IN OUR WATER TOWER!!!

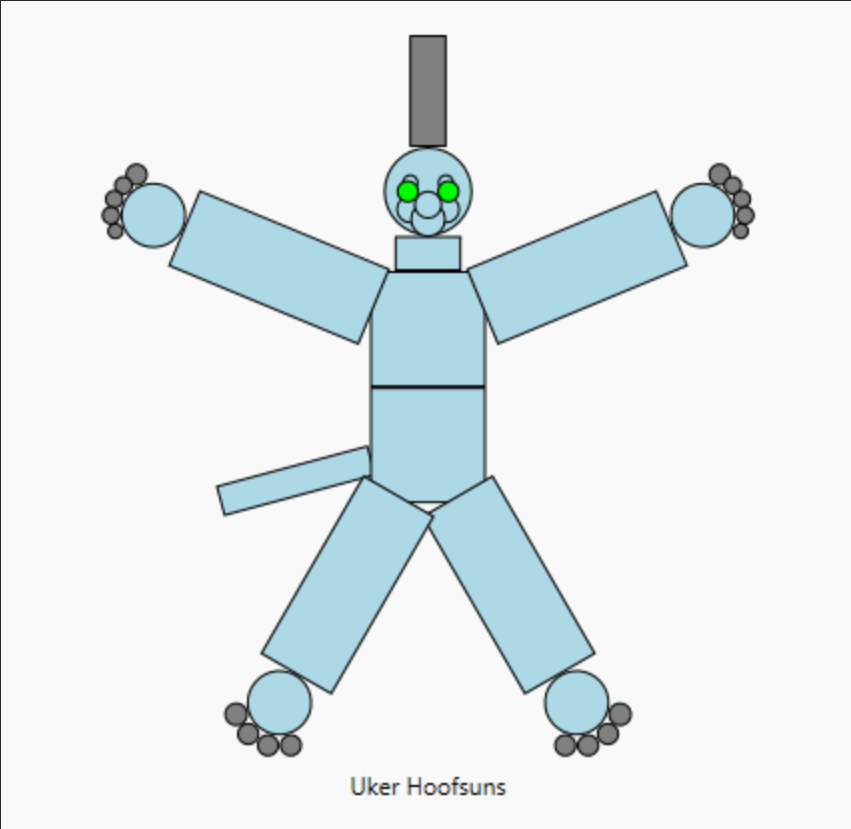
### Spring, Granite 3

I woke up in the hospital with one hell of a migraine. I expected the old 'slipped on an ice cube and fell down the mines' explanation, but Nopal came in and told me I had at *least* 50 beers and ordered the elven diplomat dead. Damn it, all that racial sensitivity training went to waste. Well, hopefully the elves won't question a diplomat missing and the whole fort won't condemn my actions.

I better take a break.

Though I did get one notable thing done; a new entry in the Pokedex.

#803 Uker Unnosad  
Badger Pokemon  
Normal/Dragon  
Height - 7'11  
Weight - 420 lbs



Uker is known for its need to slaughter every dwarf in sight. It takes the form of a badger that excretes webbing, or so we hope to Armok that's webbing. It has a strange fondness for water towers, often seen trying to hump them in order to reproduce.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Glass** on **June 14, 2017, 04:14:34 pm**

Sir, I applaud you for your awesomesauce.

Also... you discovered a new pokemon. \*wink\*  
Doesn't that entitle you to the noble title of "professor"? \*nudge\*  
Y'know, the one second only to the King? \*wink\* \*wink\* \*nudge\* \*nudge\*

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Taupe** on **June 14, 2017, 05:01:58 pm**

Amazing library design is amazing

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 14, 2017, 06:21:57 pm**

"Suddenly, I heard a knock on the door. Then a large bang as the door fell off of its hinges. I looked with a very dirty look at the entrance; it was Zefermcdwarfpants, looking very confused as to why I was there."

Knock knock, open up the door, it's real  
Wit the non-stop, pop pop and stainless steel!

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Glass** on **June 14, 2017, 07:18:28 pm**

**XCOM GIVE IT TO YA!**

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 14, 2017, 09:20:05 pm**

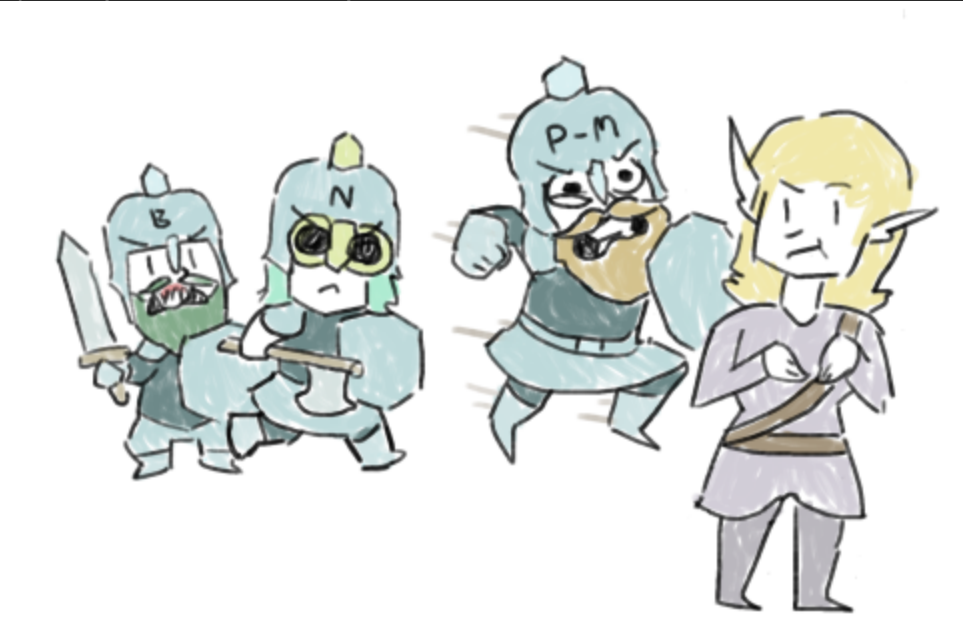


Also thanks for the compliments on my library. <3

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 14, 2017, 11:28:42 pm**

Pictures incoming!

Paddywagon baroness MVP  
Spoiler (click to show/hide)



Beirus got a mustache.  
Bad news?  
Spoiler (click to show/hide)



Really nice update!

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 14, 2017, 11:40:44 pm**



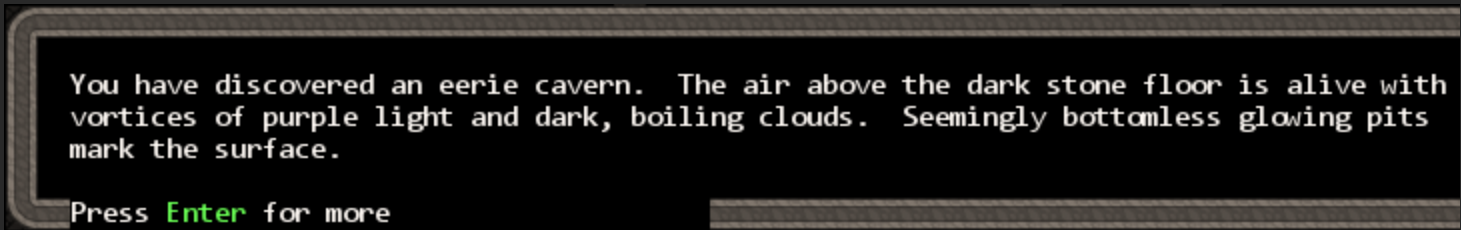
Nopal, your art brings a tear of joy to my eye. No bigger honor could exist. Especially seeing your tiny self drenched in blood looking so proud.

And thanks! I promise though. The next update is gonna be even *more* nice.

Or, you could say...

[Spoiler](#) (click to show/hide)

Fun.



Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 15, 2017, 09:55:23 am**

[Quote from: RedMageCole on June 14, 2017, 11:40:44 pm](#)

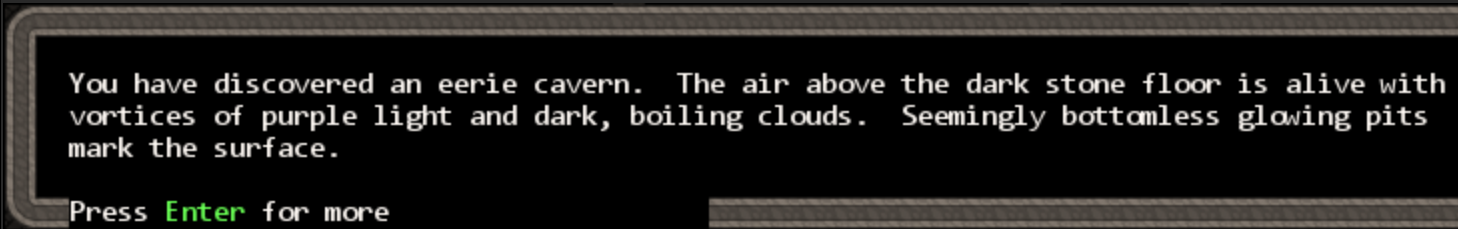
Nopal, your art brings a tear of joy to my eye. No bigger honor could exist. Especially seeing your tiny self drenched in blood looking so proud.

And thanks! I promise though. The next update is gonna be even *more* nice.

Or, you could say...

[Spoiler](#) (click to show/hide)

Fun.



OOOOOOOOHHHH SHIIIIITT.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 15, 2017, 12:18:23 pm**

avatar test

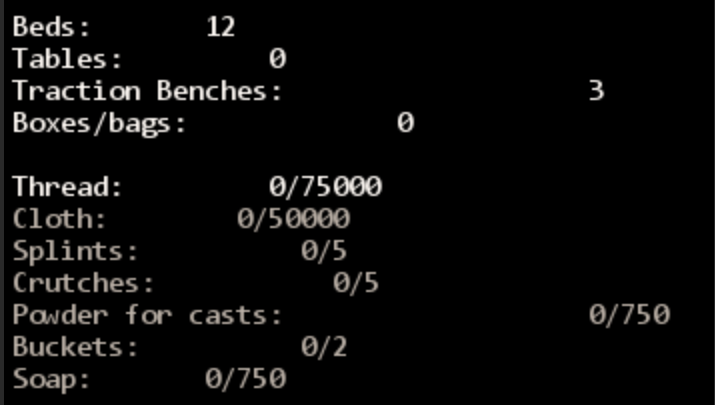
Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 15, 2017, 12:35:41 pm**

Spring, Granite 5

Thankfully, the elf murdering was kept on the hush hush thanks to the roaring popularity of my library. I was even recommended to be a Pokemon Professor alongside FirePhoenix11; a great honor!



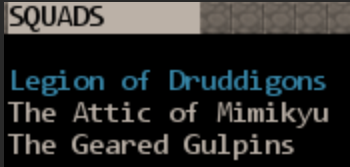
Of course, that's gonna have to wait until after I'm done telling MCreeper to calm down.



Also, the hospital doesn't have boxes, so the dwarves have to carry everything for 15 miles which can cause death. I rectify this.

Spring, Granite 7

Feeling as if that necromancer has overstayed its welcome, I prepare the troops, which I've given cooler Pokemon-related names. You're *welcome*, Paddywagon Man.



Also, it seems as if Professor FirePhoenix11 has given up on the whole being disturbed by killing Pokemon thing.

Professor's left hand!  
The Pokemon Professor punches the geodude in the head with his left hand, but the attack glances away!  
The geodude's head skids along the ground, hattering the stone!  
The Pokemon Professor scratches the ge ude in the head, fracturing the stone!  
The geodude slams into an obstacle!  
The geodude stands up.  
Th Pokemon Professor misses the g dude!  
The Pokemon Professor grabs the geodude by the head with his left hand!  
The Pokemon Professor charges the geodude!  
The Po mon ofessor collides with the geodude!  
The geodude is knocked o r and tumbles backward!  
The geodude stands up.  
The Pokemon Professor grabs the geodude by the head with his left upper arm!  
The Pokemon Professor throws the geodude by the head with The Pokemon Professor's left upper arm!  
The geodude collapses and falls to the ground from over-exertion.  
The ge ude slams into an obstacle  
The Pokemon Professor punches the geodude in he head with his left hand, but the attack glances away!  
The geodude stands up.  
The Pokemon Professor releases the grip of The Pokemon Professor's left upper arm from The geodude's head.  
The Pokemon Professor grabs the geodude by he head with his right hand!  
The Pokemon Professor throws the geodude b the head with The Pokemon Professor's right hand!  
The geodude slams into an obstacle!  
The geodude stands up.  
The Pokemon Professor punches the geodude in the head with his right hand, but the attack glances away!  
The Pokemon Professor kick the geodude in the hea th his left foot, but the attack glances away!  
The Pokemon Professor charges at the geodude!  
The Pokemon Professor collides with the odude!  
The geodude is knocked over!  
The geod e stands up.  
The Pokemon Professor punches the geodude in the hea with his right hand, but the attack glances away!  
The Pokemon Professor punches the geodude in the right eye with his right hand and the injured part is smashed into the body, an unrecognizable mass!

Spring, Granite 10

PULL THE LEVER, KRONKI!



...Wrong lever?



Upon further inspection, Paddywagon Man must have put extra walls around the bridges so that the necromancer didn't destroy us. I have the fortifications torn down and the bridges demolished whenever possible.

But I do keep the fortifications inside so the marksdwarves can pick him off easily.

Spring, Granite 13

Our resident Gengar got sick of waiting for the walls to be torn down, so he just popped in and confused the necromancer.

The gengar uses Confuse Ray!  
The dwarf necromancer is hit by Co e Ray!  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
Thikut Tabarkilrud Dwarf necromancer: I must withdraw!  
Thikut Tabarkilrud, Dwarf necromancer: elp! Save me!  
Thikut Tabarkilrud, Dwarf necromance Help! Save me!  
Thikut Tabarki ud, Dwarf necromancer: Help! Save me!  
Thikut Tabarkilrud, Dwarf necromancer: Help! Save me!  
Thikut Tabarkilrud, Dwarf necroman r: H p! Save me!  
Thikut Tabarkilrud, Dwarf necromancer: Help! Save me!  
Thikut Tabarkilrud, Dwarf necr ancer: Help! ve me!  
Thikut Tabar lrud, Dwarf necromancer: Help! Save me!  
Thikut Tabarkilrud, Dwarf necroman r: Help! Save me!  
Thikut abarkilrud, Dw f necromancer: Help! Save me!  
Thikut abarki ud, Dwarf ne omancer: Help! Save me!  
Thikut Tabarkilrud, Dwar necromancer: Help! Save me!

Gotta say, it's pretty fun watching a fearsome ruler of the night run around wetting himself.

Also, cowards!

dwarf necromancer.  
'Zefermcdwarfpants' Degëlkod, Miner cancels Remove Construction:  
Interrupted by a dwarf necromancer.  
'TheImmortalRyukan' Zarethlör, Miner cancels Remove Construction:  
Interrupted by a dwarf necromancer.  
'Ast Röberdishmab, Peasant cancels Remove Construction: Interrupted by a  
dwarf necromancer.  
Zutthan üshrirog, Miner cancels Detail Floor: Interrupted by a dwarf  
necromancer.

Looks like I'm going with Plan C; ambush the fucker from below. Plan B of ambushing him from above didn't go well, unfortunately; water was in the way. We could have drowned him, but if he still has his necromancy book, I want it in my library.

Spring, Granite 16

Domas Sarveshedtül has begun a mysterious construction

Looking forward to this one.

Also, welcome to the Master-Ball!

Pocketball  
The Sanctuary of Moons  
The Bejeweled Lunch  
The Born Shrine  
The Master-Ball

Library  
  
All visitors welcome  
  
Bookcases: 0  
Written objects (incl. copies): 0  
  
To 1 member of each to scribe: a: 2)Boxes/bags in common area: 0  
  
Writing Material (Desired): 0 (b: 10)Tables: 4  
Chairs: 4  
  

Scholar  
Scholar  
Scholar  
Scribe  
Scribe  
Scribe

Mestthos Delerisan, Scholar  
Avuz Mebzuthbekar, Scholar  
Assign occupation  
Fath Usânavuz, Scribe  
Tosid Bomrekottem, Scribe  
Assign occupation

Area's not done yet, wanna show it off when it's done. Don't wanna see the bride before the wedding, right?

A elven caravan from Lesana Aye has arrived.

Oh, and elf caravan is here. Thankfully, I don't think they heard the news yet.

Spring, Granite 19

They had a Dugtrio and pretty much nothing else. A bunch of wooden garbage, mostly. God, I'm tempted to tell them I slaughtered their diplomat.

Domas Sarveshedtül, Carpenter has created Râmolrakas, a apricot wood table!

Press Enter to close window

Also, not bad. Should be a fine work of art for the library.

This is a apricot wood table. All crafts dwarfship is of the highest quality. It is decorated with willow forgotten beast bone and eelektrik leather and encircled with bands of apricot wood. This object menaces with spikes of black bronze. eelektrik leather and aquamarine. On the item is an image of a dwarf in oak. On the item is an image of Counsellorflayer the raw adamantite earring in borax.

Spring, Granite 20

C'mere, you...

'RedMageCole' Likotgulnas, Overseer  
'RedMageCole' Inkisland

Tame Totem Mimikyu

Spring, Granite 21

THE NECROMANCER IS FREED! Go, dwarves! Get me that book!





No mercy, dickmunch!

He attempts to escape, only to realize that his cell is a dead end. With no corpses to help him, he's pretty much doomed.



Our newly dorfed Taupe stands boldly against the necromancer, shooting him in the face repeatedly with no mercy, not even waiting for comrades. What a trooper.



**Pincer attack, motherfucker!** The entire military is coming together to take down this one necromancer!

Spring, Granite 21

Ding, dong, the witch is dead!



Asshole didn't have his book on him, but ah well. Satisfying to know we killed the menace once and for all!

Full battle log:

[Spoiler](#) (click to show/hide)



This does not scare me.  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
The dwarf necromancer jumps away from The flying ≡elektrik bone bolt≡!  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
The flying ≡elektrik bone bolt≡ strikes the dwarf necromancer in the right upper leg, tearing the muscle through the X(flaaffy wool cloak)X!  
The force ll the right hip!  
The dwarf necromancer falls over.  
Thikut Tabarkilrud, Dwarf necromancer: I've been injured badly. I will not lose hope.  
The flying ≡copper bolt≡ strikes the dwarf necromancer in the left upper arm, chipping the bone through the XX(flaaffy wool cloak)XX!  
A tendon has been torn!  
The force twists the left shoulder!  
The flying ≡copper bolt≡ strikes the dwarf necromancer in the right upper leg, chipping the bone through the XX(flaaffy wool cloak)XX!  
A tendon as been torn!  
The XX laaffy wool cloak)XX is ripped to shreds!  
The XX(charizard leather robe)XX breaks!  
The XX(solosis leather dress)X breaks!  
The forc bends the ght hip!  
The flying ≡copper bolt≡ trikes the dwarf n romancer in the right upper leg, chipping e bone t ough the XX(long blaziken leather skirt)XX!  
A motor nerve has been severed and a tendon has been torn!  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
The flying ≡elektrik bone bolt≡ strikes the dwarf necromancer in the left upper arm, tearing the muscle and bruising the bone!  
A tendon has been torn!  
The force bends the left shoulder!  
The flying ≡elektri bone bolt≡ strikes the dwarf necromancer in the upper body, tearing the muscle and bruising the middle spine's bone!  
The flying ♂tauros bone bolt♂ strikes the dwarf necr ancer in the lower body, tearing the muscle and bruising the left kidney through the XX(long blaziken leather skirt)XX!  
The XX(long blaziken leather skirt)XX breaks!  
The XX(meowth leather braies)XX breaks!  
The flying ≡copper bolt≡ strikes the dwarf necromancer in the lower body, tearing the muscle and tearing the right kidney!  
The ≡copper bolt≡ has lodged firmly in the wound!  
The flying ♂tauros bone bolt♂ strikes the dwarf necromancer in the left upper leg, tearing the muscle and bruising the bone!  
A tendon has been torn!  
Thikut Tabarkilrud, Dwarf necromancer: I must withdraw!  
Th flying ≡excadrill bone bolt≡ strikes the dwarf necromancer in the lo r body, tearing the muscle and bruising the guts!  
The dwarf necromancer looks sick!  
Th dwarf necromancer vomits.  
The flying -elektrik bone bolt- strikes the dwarf necromancer in the lower body, tearing the muscle and bruising the guts!  
The dwarf necromancer retches.  
The flying ♂tauros bone bolt♂ strikes the dwarf necromancer in the lower body, tearing the muscle and bruising the spleen!  
The dwarf necromancer retches.  
The flying ≡excadrill bone bolt≡ strikes the dwarf necromancer in the lower body, tearing the muscle and bruising the spleen!  
The flying ≡elektrik bone bolt≡ strikes the dwarf necromancer in the upper body, tearing the muscle and bruising the liver!

The flying ≡excadrill bone bolt≡ strikes the dwarf necromancer in the upper body, tearing the muscle!  
The dwarf necromancer is having trouble breathing!  
The flying \*tauros bone bolt\* strikes the dwarf necromancer in the upper body, tearing the muscle and bruising the liver!  
The baroness of Pocketball strikes the dwarf necromancer in the head with her ≡copper shield≡, bruising the muscle, bruising the skull through the (blastoise ea er hood)!  
The force twists the neck, tearing apart the skin and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The baroness of Pocketball strikes the dwarf necromancer in the lower body with her ≡copper shield≡, bruising the muscle and bruising the left kidney!  
The baroness of Pocketball strikes the dwarf necromancer i the left lower arm with her ≡copper shield≡, fracturing the bone!  
The force pulls the left elbow, tearing apart the muscle and bruising the bone and earing apart the m cle and bruising the bone!  
A liga nt has been torn and a tendon has been torn!  
The hammerdwarf scratches the dwarf necromancer in the lower body, tearing the muscle and bruisin the guts!  
The baro ss of Pock ball strikes he dwarf necromancer in the tongue with her ≡copper shield≡ bruising the left eek's skin!  
The force pull the head tearing apart the skin!  
The baroness of Pocketball strikes the dwarf necromancer in the right foot with her ≡copper shield≡ and the injured part explodes into gore!  
An artery has been opened by the attack!  
The force twists the right ankle, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The hammerdwarf bash the dwarf necromancer in the left upper arm with her ♂silver war hammer♂, fracturing the bone!  
The force twists the left shoulder, tearing apart th muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The baroness of Pocketball strikes the dwarf necromancer in the left lower leg with her ≡copper shield≡, bruising the bone!  
The force pulls the left knee, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The flying \*furret bone bolt\* strikes the dwarf necromancer in the lower body, tearing the muscle and bruising the lower spine's bone!  
The baroness of Pocketball strikes the dwarf necromancer in the left hand



with her "copper shield" and the injured part is crushed!  
An artery has been opened by the attack!  
The force bends the left wrist, bruising the muscle and bruising the muscle!  
The hammerdwarf punches the dwarf necromancer in the right lower arm with her right hand and the injured part collapses!  
An artery has been opened by the attack!  
The human swordsman stabs the dwarf necromancer in the left hand with his "adamantine short sword", tearing apart the muscle through the x(mareep wool left mitten)x!  
An artery has been opened by the attack and a sensory nerve has been severed!  
The flying øelektrik bone bolto strikes the dwarf necromancer in the lower body, tearing the muscle and bruising the stomach!  
The hammerdwarf bashes the dwarf necromancer in the right lower leg with her øsilver war hammerø, chipping the bone!  
The human swordsman strikes the dwarf necromancer in the throat with the pommel of his "adamantine short sword" and the injured part is crushed!  
A major artery has been opened by the attack!  
The force pulls the neck, tearing apart the skin!  
The hammerdwarf bashes the dwarf necromancer in the right upper leg with her øsilver war hammerø, fracturing the bone!  
The human or man strikes the dwarf necromancer in the first finger, right hand with the pommel of his "adamantine short sword", tearing apart the skin and bruising the muscle through the (mareep wool right mitten)!  
The force bends the right hand, tearing apart the skin!  
The baroness of Pocketball kicks the dwarf necromancer in the lower body with her left foot and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!

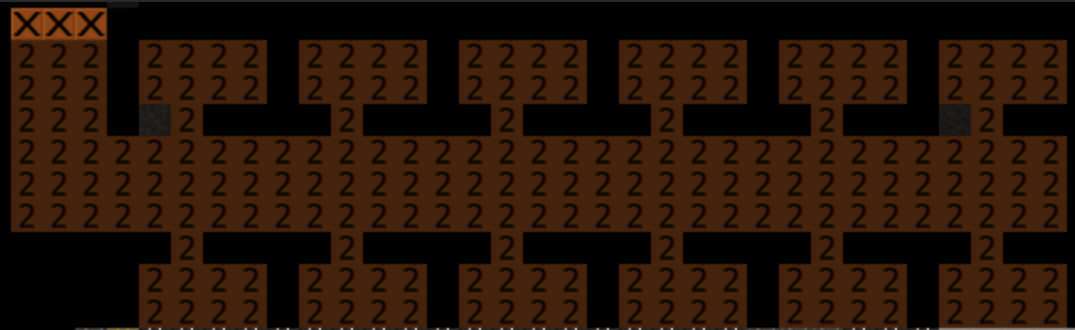
Okay, Paddywagon, you get respect from me back. I mean, for Armok's sake, look!

The baroness of Pocketball kicks the dwarf necromancer in the lower body with her left foot and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!

She (he? Paddywagon Man would suggest a male but Paddywagon is referred to as 'baroness'. Hm.) kicked him in the balls *so hard* that his *entire crotch exploded*. That's like death by snu snu without the snu snu. Hot damn, Paddywagon.

Spring, Granite 21

Back to business. Since we're getting more visitors and probably even more with our grandiose library-to-be, I carve out some more rooms for visitors.



Spring, Granite 24

Oh no  
Oh no oh no oh no oh no oh no

You have discovered an eerie cavern. The air above the dark stone floor is alive with vortices of purple light and dark, boiling clouds. Seemingly bottomless glowing pits mark the surface.  
Press Enter for more

OH NO OH NO OH NO OH NO OH NO

Raw adamantine! Praise the miners!  
Press Enter to close window

Oh yes!

Horrifying screams come from the darkness below!  
Press Enter to close window

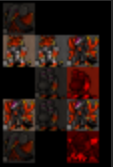
OH NO OH NO OH NO OH NO OH NO OH NO OH NO OH NO OH NO OH NO

Shade Monster	Underworld
Shade Monster	Underworld
Shade Monster	Underworld
Scorpionfly Fiend	Underworld
Scorpionfly Fiend	Underworld
Scorpionfl Fiend	Underworld
Snail Fiend	Underworld
Flare Specter	Underw ld
Flare Specter	Underworld
Boiling Devil	Underworld
Boiling Devil	Underworld
Brute Of Cinders	Underworld
Brute Of Waste	Underworld
Sh e nster	Underw ld
Shade Monster	Underworld
Kite Fie	Underworld
Kite F nd	Underworld
Kite Fiend	Underworld
Flare Specter	Underworld
Flare Specter	Underworld
Snail Fiend	Underworld
Snail Fiend	Underwor
Snail Fiend	Underworld
Burning Demon	Underworld
Burning Demon	Underworld
Burning Demon	Underwor
Flare Specter	Underworld
Flare Specter	Underworld
Wraith Of Soot	Underworld
Brute Of Cinders	Underworld
Brute Of Cinders	Underworld
Scorpionfly Fiend	Underworld
Scorpionfly Fiend	Underworld
Boiling Devil	Underworld
Boiling Banshee	Underworld
Boiling Banshee	Underworld
Boiling Banshee	Underworld
Boiling Devil	Underworld
Boiling Devil	Underworld
Boiling Devil	Underworld
Boiling Banshee	Underwor
Boiling Banshee	Underworld
Br e Of Waste	Underworld
Br e Of Waste	Underworld
Brute Of Waste	Underworld
Br e Of Waste	Un rworld
Shade Monster	Underworld
Shade Monster	Underworld
Shade Monster	Underworld
Shade Monster	Underworld
Snail Fiend	Underworld
Snail Fiend	Underworld
Snail Fiend	Underworld
Snail Fiend	Underworld

THOSE ARE NOT POKEMON THOSE ARE ABOMINATIONS

WHAT DO WE DO

Thankfully, after extensive checking, it appears that HFS just loaded, we didn't actually pierce it. So, to all future rulers; **DO NOT PIERCE THE HFS. WE ARE NOT ARCHCRYSTALS. WE CAN NOT BE ARCHCRYSTALS. REMEMBER WHAT I AM SAYING TO YOU.**



It's kind of funny watching them. "EARL, WHY CAN WE NOT MAKE IT INTO THE DWARVEN DOMAIN?" "BECAUSE THEY HAVEN'T ACTUALLY REACHED US, SIR." "DOES ANYONE HAVE A COPPER PICK???"

Spring, Granite 24

...So, you guys know how I said we didn't pierce it?

...

Uh... haha...

...Just kidding?



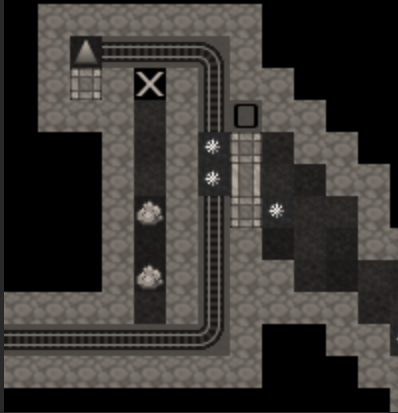
Boardupeverythingboardupeverythingboardupeverythingdammit-

I have little to no knowledge of how the hell this underground system works, so I'm trying to find all possible exits, but god *damn* there are too many-

Thankfully, they- *no don't Jynx it until they're blocked in...*

I'm currently blocking off any and all possible exits. I even try to patch up where the magma sea is opened. Those demons are not getting in this damn fort!

Also, everyone's freaking out about an Eelektrik, but that is honest to Armok the least of our problems.



WILL SOMEONE FINISH THE DAMN WALL, PLEASE?!

### Spring, Slate 5

At a cost, we sealed off one of the two known entrances for the demons. And just in the nick of time too; it looked like they were breaking the door down...



Rigoth Ellestoltar, a potash maker. He may have just saved the world with his own sacrifice. Noble dwarf, may you rest in peace.



NO, YOU FUCKING IDIOT! YOU'RE BRINGING THEM OVER HERE!

### Spring, Slate 6



The demon lost interest in the moronic architect and the wall was finished.

Thank fucking Armok... We're past that ordeal. I'm gonna continue sniffing out possible entrances, but those are the main two, and a bunch of demons were nearing them... that was quite honestly the scariest moment I've ever had.

I forgot if I said I was because I'm in such a damn panic, but I'm destroying the magma forges and smelters because whoever built them forgot to put a floor under them so we don't get fucked in the ass by demons. They're swimming around the magma sea... they haven't discovered that entrance yet, but it's only a matter of time if we don't board it up...

Also, whenever I get an 'Interrupted by a' message, my heart freezes up only to find out it's that eelektrik. I'm just getting the military to kill the damn thing.

### Spring, Slate 7

NO! PROFESSOR!

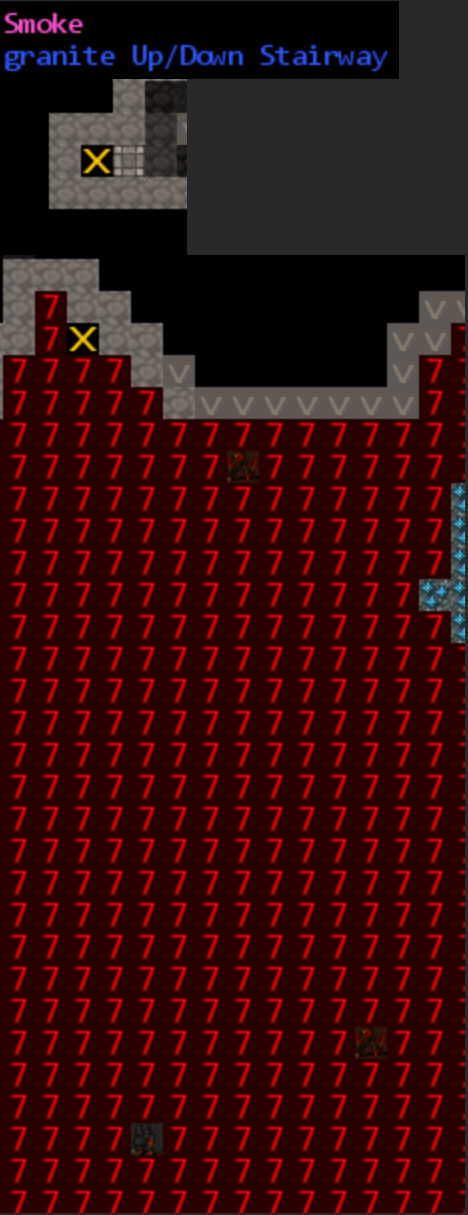


muscle through the (mareep wool right mitten)!  
The force bends the right hand, tearing apart the skin and bruising the fat and tearing apart the right wrist's muscle and bruising the bone!  
A ligament in the right wrist has been bruised and a tendon has been bruised!  
The Pokemon Professor is caught in a cloud of flames!  
The flare specter kicks the Pokemon Professor in the right lower arm with her left front foot, bruising the muscle through the (mareep wool cloak)!!!  
The force bends the right elbow, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been bruised and a tendon has been bruised!  
The flare specter kicks the Pokemon Professor in the right lower leg with her right rear foot, but the attack is deflected by the Pokemon Professor's (mareep wool dress)!  
The force pulls the right knee, bruising the muscle and bruising the muscle!  
The Pokemon Professor is caught in a cloud of flames!  
The flare specter kicks the Pokemon Professor in the lower right back teeth with her right rear foot, but the attack glances away!  
The force twists the head, tearing apart the skin!  
The flare specter kicks the Pokemon Professor in the upper body with her right front foot, bruising the skin through the (mareep wool cloak)!!!  
The flare specter kicks the Pokemon Professor in the lower body with her right rear foot, bruising the muscle and bruising the guts through the (mareep wool cloak)!!!  
The Pokemon Professor looks sick!  
The flare specter kicks the Pokemon Professor in the right upper leg with her left front foot, but the attack is deflected by the Pokemon Professor's (mareep wool dress)!  
The force pulls the right hip!  
The Pokemon Professor is caught in a cloud of flames!  
The Pokemon Professor vomits into the flames.  
The Pokemon Professor is caught in a cloud of flames!  
The flare specter kicks the Pokemon Professor in the left lower leg with her left front foot, bruising the muscle through the (mareep wool dress)!  
The force pulls the left knee, bruising the muscle and bruising the muscle!  
The flare specter kicks the Pokemon Professor in the upper front teeth with her right front foot and the severed part sails off in an arc!  
The flare specter kicks the Pokemon Professor in the right foot with her right front foot, bruising the bone through the (pig tail shoe)x!  
The force twists the right ankle, bruising the muscle and bruising the muscle!

They can fucking go through walls?! This is really fucking bad; I just hope the specters are the only ones who can pass through walls, but even so, that's bullshit and I'm also goddamn terrified now.

...

No. They don't go through walls.



Whoever built the damn staircase forgot to make the last one an up staircase! They're coming for us; get the hell moving!

'FirePhoenix11' Kennomal, Pokemon Professor has been found dead.

Damn it, Professor... This is all my fault...

Wall		
Item	Dist	Hum
granite	- 1198750000/99	
mica	- 1198750000/12	
marble	36	0/49
gabbro	37	0/33
tunnel tube logs	39	0/99
garnierite	40	0/99
cinnabar	45	0/32
quartzite	48	0/55
orthoclase	54	0/3
copper bars	61	0/99
rock salt	86	0/99
lignite blocks	86	0/33
borax	87	0/99

One funny screenshot for the road?

### Spring, Slate 9

Crisis averted... for now.



That was the entire underground being blocked off. Everyone who was down there is now stuck down there. All of the Pokemon, all of the dwarves, even Professor FirePhoenix11's corpse. I just hope he's an actual Phoenix who will come back... if not, I'll have a masterwork statue carved in his honor.

For now, I can't bear this pain. It's too much, knowing how Phoenix was trapped down there thinking we were safe... it's all my fault. All my fault.

I can't go on like this. I'm sorry. Armok forgive me.

**`RedMageCole' Likotgulnas, Overseer cancels Construct Building: Interrupted by a flare specter.**

I never meant for any of this to happen.

**`RedMageCole' Likotgulnas, Overseer has been found dead.**

### \*RECORD SCRATCH\*

### Spring, Slate 10

**`RedMageCole' Delerisan, cholar** [Drink](#)

Yep, that's me, you're probably wondering how I got in this situation. Well, let me tell you.

Other guy was an imposter. The Professor was also an imposter; he's just fine and kicking.

**`FirePhoenix11' Kibzansong, Pokemon Professor** [Store Item in Stockpile](#)

Ha, and demons? What demons? Everything's fine! We just don't go too far underground because we just got kind of sick of the Geodudes living down there. Crazy, huh? Anyways, moving on!

...

No, okay, you saw what happened. Okay, so I fucked up and pierced the HFS. Thankfully, crisis should be averted for now, but we're going to need a new tunnel to get back to underground operations. We lost a *lot*; to name the main things, we lost Paddywagon's Gulpin tomb, we lost our adamantine plant as well as adamantine already down there, and we lost our magma forges. We also lost access to the caves. Haven't gone back to play yet due to the large update here, so I'm asking; what the hell do we do now? I don't know how strong demons are, so I have no idea if our military is capable of taking them down. My idea right now is to try and reclaim some sections that are far away from the magma sea, like Paddywagon's tomb, keeping the demons at bay with the door, and try to build a wall (if the dwarves would all actually go and work on the damn thing ASAP) to prevent them from getting in. Or we could attempt the Archcrystals route and truly fight back then colonize HFS in a blaze of glory. Either way, I refuse to be the last overseer. I will not let my fortress die by my hands.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Glass** on **June 15, 2017, 12:42:50 pm**

From what I've heard, the best armor is steel armor under and an adamantine robe over. I'm not sure that's an option, though, so I'm not sure how to help you. :/  
Sorry. I don't actually play DF.

Title: **Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 15, 2017, 01:16:52 pm**

Robe?  
Oh, remembered that cloth in new versions actually gives protection. Why not adamntine armor + robe, then? ;D

Well, how exactly all this demons look like?

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Glass** on **June 15, 2017, 01:23:31 pm**

Robes give 100% coverage, so adamantine robes mean there's nothing cuts or pierces. The underlying steel armor blocks the rest (i.e. blunt damage, which is left over).

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **MCreeper** on **June 15, 2017, 01:43:12 pm**

Just checked:  
Adamantine robe deflects heavy strike with steel axe.  
Adamantine robe deflects heavy strike with adamantine axe.  
Adamantine robe deflects heavy strike with adamantine axe by legendary axedwarf.  
Adamantine breastplate gives the same results (does it cover neck? robe does), but it just ridiculius. Robe is CHEAPER then armor, dammit, but still gives perfect protection from cutting damage.  
And piercing. And god-damned thing covers legs, excluding feet. Sadly(or happily? ;D ) you never can know against whic kind of damage your dwarf will fight against, he-he.

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Glass** on **June 15, 2017, 01:46:00 pm**

Quote from: MCreeper on June 15, 2017, 01:43:12 pm

Just checked:  
Adamantine robe deflects heavy strike with steel axe.  
Adamantine robe deflects heavy strike with adamantine axe.  
Adamantine robe deflects heavy strike with adamantine axe by legendary axedwarf.  
Adamantine breastplate gives the same results (does it cover neck? robe does), but it just ridiculius. Robe is CHEAPER then armor, dammit, but still gives perfect protection from cutting damage.

100% coverage. Only for robes.  
Adamantine robes over steel armor. I'm not the one to come up with it; someone else cleared the initial hellrush with it.  
!!Science!!. It works, bitches.

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **MCreeper** on **June 15, 2017, 03:05:16 pm**

A two off-topic questions, both about masterwork mod on 34 version:  
1. Dragon attacked me, get in the fortress and sit in narrow corridor near main staircase. I sent my semi-non existent militart to kill it, and it just happened to habe mage of earth, that can give themselces earth shield. Mage noticed the dragon, activated shield, and charged to gim. First blow of dragonfire made all his body parts brown, but he remained alive and conscious. He get a bit closer to the dragon, but second blow evaporated him. Questions:  
A - Does dragonfire gets a bit colder on it's edge?  
B - If not, can this dwarf get heated by first blow, but not enough to get killed, then get evaporated by second?

2. There are bug of some kind - sometimes i get a "deity" visit my fort. It appears with werecrature-like announcement, either from stealth or not, labeled as 'friendly", but still cause job cancellations. Firat time it was cyclopus-lile creature in dwarven fort, second time - "it looks like mighty human warrior with pointy eara and his eyes glowing with otherworldly fire' or something like this. What the heck is this?

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Paddywagon Man** on **June 15, 2017, 04:09:45 pm**

Aw man, my arena! Well, we got some good combat training in while it lasted. The corpses in front of him were just too mangled to raise any more, but you could have put out some fresh ones.

Or, if the purpose was getting the book, you could have just checked the necromancer's inventory!

Great update though, shame about the casualties and the lost ground, but I'm sure we can rebuild. Glad you liked my tomb!

**Title: Re: The World of Dwarvemon (and badgers)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Paddywagon Man** on **June 15, 2017, 04:23:43 pm**

Also... please don't try to fight the demons. Not yet at least. We would be massacred.

I would recommend setting up a galvantula trap - put a galvantula in some fortifications (like my arena) in the middle of a trapped room. That will weed out all the non-webbing demons, and the ones with webs can be taken out with a cave-in once the non-webbers have been caged or dismembered by traps.

The caves and my tomb are both sort of low-priority but getting the adamantine back is a must, so it would certainly be nice to kill those demons off

**Title: Re: The World of Dwarvemon (and !!FUN!!)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **RedMageCole** on **June 15, 2017, 11:17:08 pm**

Almost done with the third turn... Things are stressful. Yet fun! I'm taking your suggestions though; namely trying to get to the adamantine. We need that adamantine.

Also, with all of the redorfings and large amounts of Pokemon we have and with everyone being done with updating Pokemon with posts, I've decided to make a doc to rectify that!

<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd0OOK5-pJH3zmvAbB64wF4ro/edit?usp=sharing>

Simply hover over and comment on what Pokemon you want to adopt and I can edit it. And again, with the redorfings, someone might have lost Pokemon they had, so please tell me so I can rectify that! :)

And I'll give future overseers access to it later too!

Also, if you have a Pokemon that's not available but you remember you claimed it, it's probably there; I might have missed it and I'll add it next time I play. Or the Pokemon is dead. Either way.

**Title: Re: The World of Dwarvemon (and !!FUN!!)! - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Beirus** on **June 15, 2017, 11:32:57 pm**

I thought I had an alolan golem. Did it die somehow?



Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 15, 2017, 11:48:11 pm**

My... Miltank... is... Dead?  
I'm still so shocked by your last update ending like... WTF.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 15, 2017, 11:58:24 pm**

Okay, I felt badly especially after seeing Nopal's reaction, so I went to go look. I did see Taupe's redorf had a Servine, but unfortunately...

Stray Miltank (Tame)	Deceased
Graveler	Deceased
Doren Misttarlolor, war Alolan Golem (Trained)	
Tauros	Deceased

Sorry :(

(And if it makes you feel better, Nopal, the rest of Spring does not end in the fort going up in flames.)

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 16, 2017, 11:35:18 am**

Pokemon Updates

Gave MCreeper the Samurott requested, and since I felt badly for Beirus, I gave him an Alolan Geodude.

Spring, Slate 11



I am currently trying to salvage what I can of our adamantine stores as well as our weapon and armor storage.



Unfortunately, thanks to the dwarves' need to clean rather than save their damn lives while the demons are distracted, they opt to piss their pants instead and wait for the demons to kill them.

Idiots.

Spring, Slate 12

Who doesn't love a good demon party inside of a baroness's tomb?



Also, I notice that the demons can indeed get up through the minecart entry because everyone seems so insistent on plunging themselves to their deaths just to get some pebbles, so I have that boarded up as well.

### Spring, Slate 15

Damn it, you idiots! Stop going to your deaths! Stop it!



I'd like to have some words with whoever decided it was a good idea to put our weapons and armor all the way in the pits of the underground when they should be in the fort...

Some migrants have arrived, despite the danger.

Armok knows we need the extra hands.

`TheImmortalRyukan' Zarethlør, Miner has been found dead.  
`Taupe' Fathnitig, Wrestler has been found dead  
`Zefermcdwarfpants' Degëlkod, Miner has been found dead.

More redorfings to be done... Sigh.

### Spring, Slate 17

We're preparing for war now. I draft up two more squads.

`Glass' Erushkälán, Engineer Skilled Wrestler Enter: Remove from squad			No scheduled order		
SQUADS/LEADERS			SQUAD POSITIONS		
The Geared Gulpins Legion of Druddigons The Attic of Mimikyu The Crystal Onixes The Weedle Attacks			1. Id Mishlilar Itur Stizash, Axe Lord 2. Lorbam Therlethvucar, Cook 3. Sibrek Umåmkilrud, Miner 4. Zutthan ü rirog, Miner 5. Astesh Kidetlokum, mayor 6. Zulban Durfikod, Metalsmith 7. R e Cuthrozturot, lord consort 8. Rimta Gusiluthmik, Glazer 9. Shorast èzumål, Wood Burner 10. lass' Erushkälán, Engineer		

The Crystal Onixes, composed of dwarves that had some skill, led by the Axe Lord Id (who I subsequently renamed to Taupe)...

`Beirus' Zaneġidath, Swordmaster Master Swordsdwarf Enter: Cannot remove commander with subordinates			No scheduled order		
SQUADS/LEADERS			SQUAD POSITIONS		
The Geared Gulpins Legion of Druddigons The Attic of Mimikyu The Crystal Onixes The Weedle Attacks			1. `Beirus' Zaneġidath, Swordmaster 2. Doren Mörulbomrek, Fish Dissector 3. Urist Likotirtir, Wax Worker 4. èzum Usen vish, Clothier 5. Zefon Logemreg, Thresher 6. Dastot Limåravuz, Farmer 7. U ad Åsstukos, Wax Worker 8. Thiku Zalissazir, Gem Cutter 9. Stinthåd Rigøthadil, Mechanic 10. kod Olontathtat, Farmer		

And The Weedle Attacks, composed of inexperienced dwarves. They are led by our best troop who I appointed Champion; Beirus. May him and his staunch upper lip (haha) make a dwarf out of them.

The two will have their barracks set in the late arena, where we held the necromancer, in honor of Paddywagon.

Spring, Slate 20

Time for Operation Get Some Of Our Adamantine Back.



Where my cursor is is a straight up shot through the caves to where we are safe in our places. There's only one demon there as of now; a lot of them fucked back off to HFS or are still flying around in the caves, but this asshole's content where he is. What I plan to do is;

- Dig down to this point
- Set up a base where military dwarves can get ready to fight
- Open a portion of the cave so the military can fight the demon
- BUT THEN HA the demons think we're ripe for the picking until they get caught in a Galvantula webbed trap! And hopefully die from that!
- If not, we will have bridges to block the demon off just in case shit goes wrong, also for atom smashing if necessary
- If we kill the demon, immediately board off the cave (note: points of entry being the minecart tracks, and the lava pools) WHILE carrying adamantine up to base
- If a bunch of demons come in, we retreat

Spring, Slate 21



HOW DID YOU GET IN!? HOW DID YOU GET IN?!



I looked, and once again, the goddamn up/down staircases are what killed us; whoever built them forgot to make the last staircase the Up staircase, so it went right into open space, and now the demons can get in.

Again.

I hate my goddamn life.

I quickly try to build a floor, and I have no choice *but* to send the military in now. It's just two demons and it doesn't *look* like anything is close by, but I'm just prepared for the worst at this point.

a Legion of Druddigons	Kill boiling banshes
b The Attic of Mimikyu	Kill boiling banshes
c The Geared Gulpins	Kill boiling banshes
d The Crystal Onixes	Kill boiling banshes
e The Weedle Attacks	Kill boiling banshes

FOR POCKETBALL!

The recruit that discovered the demons (Boiling Banshees) is able to hold them off quite easily.

The axedwarf strikes the boiling banshee in the body with the pommel of his (iron battle axe), breaking away half of the tissue!  
The axedwarf is caught in a burst of steam!  
Rimtar Gusiluthmik, Axedwarf: Has the tide turned? I laugh in the face of death!  
The axedwarf is caught in a cloud of steam!  
The axedwarf misses the boiling banshee!  
The axedwarf misses the boiling banshee!  
Rimtar Gusiluthmik, Axedwarf: Death is all around us. This is truly horrifying.  
The axedwarf misses the boiling banshee!  
Th axedwarf misses the boiling banshee!  
The boiling banshe pushes the axedwarf in the ight upper arm, but the attack is deflected by the axedwarf's xoeele rik ather cloakox!  
Rimtar Gusiluthmik, Axedwarf: Gruesome wounds! Begone fear!  
The axedwarf attacks the boiling ban ee but H jumps away!  
The boiling banshee pushes the axedwarf in the right upper arm, but there is no force!

Rimtar lands the first blow that I am aware of against the demons!

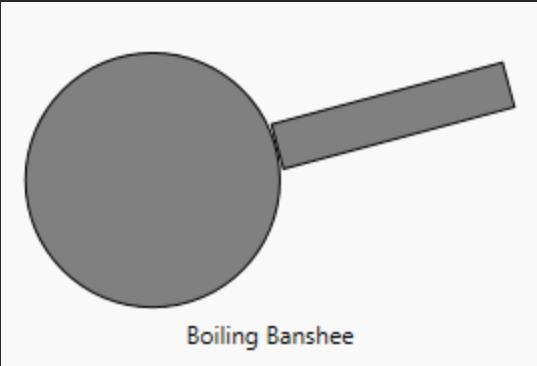
And the military piles in, and... we kill the boiling banshees. We did it. That was awesome!



Our mayor is being attacked by another boiling banshee, but we take it out!

Our endeavors gave me some inspiration, also!

#804 Boiling Banshee  
Steam Pokemon  
Fire/Ghost  
Height - 6'6  
Weight - 6 lbs



Boiling Banshees are basically masses of steam with a tail. Because of this, the damage they can cause is minimal, limited to simple pushes and bursts of steam that aren't really that hot in the first place.

Spring, Slate 23

And just when everything was starting to look up...

The Wereloris Lubbe Kaweethlal has c e! A large loris twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow fuchsia. Its charcoal hair is unkempt. How you will know you fear the night.

Press Enter to close window

What the hell is a loris? No, seriously, not even my 4th dimensional self knows.



I'm not sure if I'm supposed to say that it's cute or terrifying.

Blastoises open fire, yet keep missing.

The wereloris bites the woodcrafter in the right lower arm, tearing the muscle through the x=joltik silk cloak=x!  
The woodcrafter misses the wereloris!  
The wereloris bites the woodcrafter in the right foot, tearing the muscle through the X(snubbull leather shoe)X!  
The force twists the right ankle!  
The woodcrafter misses the wereloris!

If he doesn't die, remind me to arrange an unfortunate accident for Morul Dorennish.



Somehow the thing got into the Blastoise's cage. Huh.

Eventually, the Blastoise dies, but now the Wereloris is trapped. Not sure how it got in there in the first place, but hey. Now we just have to wait for him to turn back...

### Spring, Slate 25

Lubbe Kaweethlal, Wereloris has transforme to a human!

He's a real boy!

Sigun Gethetur, Planter cancels Recover Wounded: Interrupted by a human.  
Erush Oslanurus, Fisherdwarf cancels Pickup Equipment: Interrupted by a human.  
Atir Unibungob, Blacksmith cancels Give Water: eed empty bucket.  
Tulon Vutoktangak, Miner cancels Give Water: eed pty bucket.  
Stodir Konosurist, Blacksmith cancels Give Water: ed empty buc t.  
Kadol Cemoshol r, militia captain c cels Pic p Equipment: Interrupted by a human.  
Zasit Daselushrir has cooked a masterpiece!  
Sibrek Z uddomas, Stonecrafter cancels Recover Wounded: Interrupted by a human.  
Atir Unibungob, Blacksmith cancels Store Item in tockpile: terrupted by a human.  
Unib Odrozbonrek, Co cancels Pickup Equi ent: Inter pt y a human.  
Bonrek Idoslolor Planter cancels Pickup Equipment: Interrupte by a human.  
Erush Oslanurus, Fisherdwarf cancels Pre re a Raw Fish: Interrupted by a hu

I was gonna be funny and post a picture of the guy dying, but look at this. I never understood this. He's trapped in a little box. There is nothing he can do to you. Why are you so damn afraid of him!? Just kill him and STOP BEING PUSSIES!

Doesn't help that the marksdwarves refuse to shoot through the fortifications...

### Spring, Slate 29

Finally! I had to make a staircase, but now the human can be ki- GOD DAMN FUCKING TYPHLOSION.



THAT'S OUR DAMN FOOD SUPPLY, YOU STUPID... BADGER WHATEVER THING. That's just *great*. Now I have to try and salvage everything I can...

At least the human's dead. Finally.

**Spring, Felsite 1**

Thankfully, not much food was lost. We're still hanging on, boys.

**Spring, Felsite 5**

**Astesh Kidetlokum, mayor has mandated the construction of certain goods.**

The Mayor comes up to me and tells me he demands I make 3 flasks. I tell him that I have been busting my ass off these past two months trying to fix my mistakes and I had to save his life more than once and he wants me to make flasks. He misses my point entirely and says he wants three flasks. Damn it.

I put in orders for flasks behind the mass orders of picks I put in. Did I mention we lost a good chunk of our miners from the HFS incident and I just lost more by drafting them into the military? I'm just picking at random who gets to dig to the adamantine. Unfortunately, nobody I pick (haha puns) seems to want to listen. Thanks, assholes. I might end up having to do this myself...

**Spring, Felsite 17th**

Here comes a special boy!

A boy have hat ed.  
Stray Galvantula (Tame)  
Nest Box  
loamy sand Cavern Floor

We're gonna need him.

Yeah, I know, nothing's been happening. Doesn't help that out of the like 50 dwarves I've enlisted to mine with the 500 picks I've created, only one goddamn dwarf is actually good enough to work on the adamantine retrieval project.



Godspeed, Bomrek Idoslolor.

**Spring, Felsite 21st**

God dammit! I am NOT going down by a stupid were-thing plague!

**Mörul Dorennish, Woodcrafter has tra form into a wereloris!**

Had a near heart attack when I saw this, but thank god it didn't break skin.

**The wereloris woodcrafter bites the brewer in the left foot, bruisin the fat through the X(pig tail shoe)X!**

He then proceeded to bleed to death thanks to the previous Typhlosion that almost destroyed the food supply. This makes up for that.

Battlelog -  
[Spoiler](#) (click to show/hide)

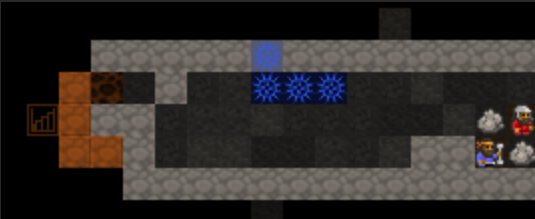


The typhlosion attacks the wereloris woodcrafter but It scrambles away!  
The wereloris woodcrafter is caught in a cloud of flames!  
The wereloris woodcrafter stands up.  
The typhlosion attacks the wereloris woodcrafter but It jumps away!  
The wereloris woodcrafter is caught in a cloud of Kogan Figuregates's typhlosion flames!  
The typhlosion misses the wereloris woodcrafter!  
The typhlosion attacks the wereloris woodcrafter but It jumps away!  
The wereloris woodcrafter is caught in a cloud of flames!  
The wereloris woodcrafter is caught in a burst of Kogan Figuregates's typhlosion flames!  
The typhlosion misses the wereloris woodcrafter!  
The typhlosion attacks the wereloris woodcrafter but It jumps away!  
The typhlosion misses the wereloris woodcrafter!  
The wereloris woodcrafter grabs the typhlosion by the third left rear toe with its right hand!  
The wereloris woodcrafter bites the typhlosion in the left front foot, tearing the fat!  
The typhlosion uses Quick Attack on the wereloris woodcrafter in the right hand, bruising the muscle!  
The typhlosion charges at the wereloris woodcrafter!  
The typhlosion collides with the wereloris woodcrafter!  
The wereloris woodcrafter is knocked over!  
The wereloris woodcrafter stands up.  
The wereloris woodcrafter bites the typhlosion in the left front leg, tearing the muscle!  
The typhlosion breaks the grip of the wereloris woodcrafter's right hand on the typhlosion's third left rear toe.  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter scratches the typhlosion in the upper body, tearing the fat and bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter kicks the typhlosion in the upper body with its left foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter punches the typhlosion in the upper body with its right hand, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter latches on firmly!  
The typhlosion breaks the grip of the wereloris woodcrafter's teeth on the typhlosion's upper body.  
The wereloris woodcrafter kicks the typhlosion in the upper body with its right foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter grabs the typhlosion in the upper body with its right upper arm!  
The wereloris woodcrafter punches the typhlosion in the upper body with its left hand, bruising the muscle!  
The wereloris woodcrafter scratches the typhlosion in the upper body, tearing the muscle!  
The brewer bites the wereloris woodcrafter in the right eye, tearing it!  
The brewer latches on firmly!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter latches on firmly!  
The brewer kicks the wereloris woodcrafter in the left upper leg with her right foot, bruising the muscle!  
The wereloris woodcrafter misses the brewer!  
The brewer charges at the wereloris woodcrafter!  
The wereloris woodcrafter looks surprised by the ferocity of the brewer's onslaught!  
The brewer collides with the wereloris woodcrafter!  
They tangle together and tumble forward!  
The wereloris woodcrafter stands up.  
The brewer scratches the wereloris woodcrafter in the lower body, tearing the fat and bruising the muscle and bruising the guts!  
The wereloris woodcrafter attacks the brewer but She runs away!  
The wereloris woodcrafter misses the brewer!  
The brewer punches the wereloris woodcrafter in the left lower arm with her right hand, bruising the muscle!  
The force pulls the left upper arm, tearing apart the skin and bruising the fat!  
The wereloris woodcrafter misses the brewer!  
Mörul Dorennish, Wereloris Woodcrafter: I have improved my observation. That was not satisfying.  
The brewer punches the wereloris woodcrafter in the right lower arm with her right hand, bruising the muscle!  
The wereloris woodcrafter attacks the brewer but She jumps away!  
The brewer grabs the wereloris woodcrafter by the left foot with her left lower arm!  
The brewer punches the wereloris woodcrafter in the left lower leg with her left hand, bruising the muscle!  
The wereloris woodcrafter misses the brewer!  
The wereloris woodcrafter bites the brewer in the left foot, bruising the fat through the X(pig tail shoe)X!  
The brewer punches the wereloris woodcrafter in the upper body with her right hand, bruising the muscle!  
The wereloris woodcrafter misses the brewer!  
The brewer scratches the wereloris woodcrafter in the upper body, tearing the muscle!

the fat!  
The wereloris woodcrafter misses the brewer!  
The brewer punches the wereloris woodcrafter in the right lower arm with her left hand, bruising the muscle!  
The force twists the right upper arm, tearing apart the skin!  
The wereloris woodcrafter charges at the brewer!  
The wereloris woodcrafter collides with the brewer!  
The brewer is knocked over!  
The wereloris woodcrafter breaks the grip of the brewer's left lower arm on The wereloris woodcrafter's left foot.  
The wereloris woodcrafter punches the brewer in the left lower arm with its right hand, bruising the muscle through the omarill leather cloak!  
The force twists the left elbow tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The brewer misses the werelori woodcrafter!  
The wereloris woodcrafter kicks the brewer in the right hand with its right foot and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!  
The force twists the right wrist, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been bruised and a tendon has been bruised!  
The brewer misses the wereloris woodcrafter!  
The wereloris woodcrafter misses the dwarven child!  
The dwarven child attacks the wereloris woodcrafter but It jumps away!  
The dwarven child punches the wereloris woodcrafter in the right foot with her right hand, bruising the muscle!  
The wereloris woodcrafter is caught in a cloud of flames!  
The wereloris woodcrafter stands up.  
The wereloris woodcrafter is caught in a burst of Kogan Figuregates's typhlosion flames!  
The wereloris woodcrafter kicks the typhlosion in the upper body with its left foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter scratches the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter kicks the typhlosion in the upper body with its left foot, bruising the muscle!  
The wereloris woodcrafter kicks the typhlosion in the upper body with its right foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter latches on firmly!  
The typhlosion breaks the grip of The wereloris woodcrafter's teeth on the typhlosion's upper body.  
The wereloris woodcrafter kicks the typhlosion in the upper body with its left foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter latches on firmly!  
The typhlosion breaks the grip of The wereloris woodcrafter's teeth on the typhlosion's upper body.  
The wereloris woodcrafter grabs the typhlosion by the upper body with its left hand!  
The wereloris woodcrafter kicks the typhlosion in the upper body with its left foot, bruising the muscle!  
The wereloris woodcrafter bites the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter punches the typhlosion in the upper body with its right hand, bruising the muscle!  
The wereloris woodcrafter scratches the typhlosion in the upper body, tearing the muscle!  
The wereloris woodcrafter releases the grip of The wereloris woodcrafter's left hand on the typhlosion's upper body.  
The wereloris woodcrafter kicks the typhlosion in the upper body with its right foot, bruising the muscle!  
The wereloris woodcrafter is caught in a cloud of flames!  
Mörul Dorennish, Wereloris Woodcrafter has bled to death.

Summer, Hematite 1

Jesus christ, finally!



Time to strike the earth, boys!

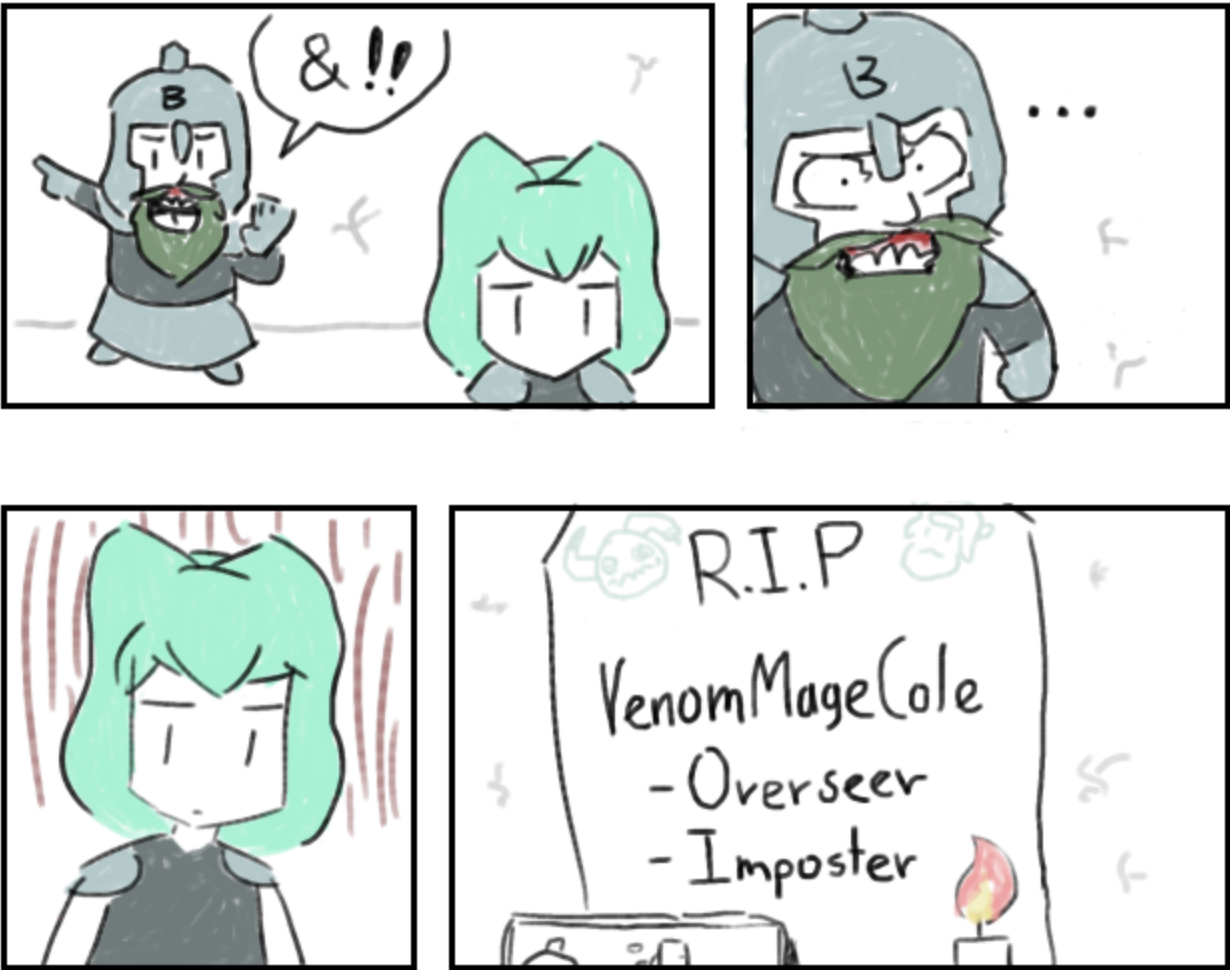
It is now summer.

List of Pokemon (<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd00OK5-pJH3zmvAbB64wF4ro/edit>)

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 16, 2017, 12:09:51 pm**

Hey, if one of wereloris survived can you send me save with them? I want o try to make werefortress, but have bad luck with this things. ;D  
And why typhlosion decided to explode right in food stockpile?  
And why first wereloris didn't get out of cage when he become human? Isn't werecreatures get out of cages when they transform? Pehpas i missing something from new versions again. :-\

...  
[Spoiler](#) (click to show/hide)



Oh no, not me  
I never lost control  
You're face to face  
With the dwarf who sold the world

Rimtar vs "Boiling Banshees"  
[Spoiler](#) (click to show/hide)



In the Mountainhome the name of these demons is Perfect IV's Haunters and Gastlys

Love how Beirus is just in a constant state of grinding his lower lip; he's my favorite to see drawn. Though your mourning made me sad.  
;-; Little Mimikyu on my impostor's gravestone...

Also, there are Boiling Demons as well; would those be the dreaded Perfect IV Gengars... *with Levitate?*

If I die in the upcoming demon battle and my new character is thus no longer the baroness, write it off as some sort of hostile overthrow.

"You bastards buried that impostor in my tomb? IN MY BEAUTIFUL TOMB? I'm the baroness I tell you! The baroness!"

Armok knows I upset enough people during my reign...



Did..did we just survive a demon apocalypse just now?

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 16, 2017, 10:13:39 pm**

Quote from: Paddywagon Man on June 16, 2017, 09:44:12 pm

If I die in the upcoming demon battle and my new character is thus no longer the baroness, write it off as some sort of hostile overthrow.

"You bastards buried that impostor in my tomb? IN MY BEAUTIFUL TOMB? I'm the baroness I tell you! The baroness!"

Armok knows I upset enough people during my reign...

Gotta admit, the thought made me laugh. My dwarf probably would have been the first to notice everyone burying the imposter Paddywagon and knowing that wasn't Paddywagon, and wouldn't necessarily be inclined to help them after the badass testicle-explosion, but not enough to stop them outright.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 17, 2017, 01:15:52 am**

Quote from: Zefermcdwarfpants on June 16, 2017, 10:12:17 pm

Did..did we just survive a demon apocalypse just now?

And yes.  
Yes we did.  
But tonight... **we fight back.**



Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 17, 2017, 08:22:22 am**

Redorf me under the same parameters. Overseers choice and random Pokemon.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 17, 2017, 12:42:54 pm**

**Pokemon Additions**  
Gave Glass Excadrill, Lampent, Solrock and Bronzong.

**Summer, Hematite 1**



Started the season with an idea I had; setting up a 'cage room' of sorts so the Pokemon stockpile can be uncluttered and tamed Pokemon can be let out of their cages as well as getting the seeds out of the cages (I hate that so much), and then we can reuse the cages.

We also have an excess of mechanisms since someone forgot to turn the repeating off on making them, so we have a ton. I decide to make some wood cages and make lots of more cage traps.

We're understaffed, so I put our three most well-trained squads (The Geared Gulpins, The Attic of Mimikyu, Legion of Druddigons) on only half-training duty to give us 15 extra hands. The three squads requiring training are still on 10 training.

**Summer, Hematite 12**

What, no caravan?

A human diplomat from Mong Zoku has arrived.

There it is!

A human caravan from Mong Zoku has arrived.

They had a Litten and a Charmander for sale.

**Summer, Hematite 17**

Congrats to Asteth; people really like that guy.

Astesh Kidetlokum, mayor has b n re-e cted.

Summer, Hematite 19

Oh, Armok be praised! Perhaps he's actually going to get a damn pickaxe and mine! Praise the miners! Praise!

Bomrek Idoslolor, Miner

Pickup Equipment

...

Items:  
(joltik silk ock)

I hate my life.

Later, I realize this was a glitch brought on by there being inaccessible mining designations at top priority. There we go!

Summer, Malachite 1

Stodir Mengo us, Scholar

Ponder The Flask!

You can not get ye flask.

Summer, Malachite 2

Some m rants have arrived, despite the danger.

Come on in! We got 50+ demons to handle; we got shit to do!

They bring a gem cutter, wood burner, Turtwig, clothier, animal dissector, engineer, stonecrafter, planter, jeweler, siege engineer, and Litwick.

Summer, Malachite 5

Ooh, spooky!

A misdreavus! Drive it away!

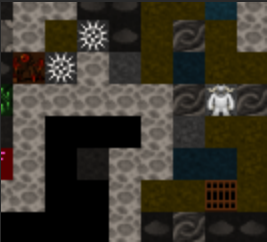
...But now I just feel sorry for it.



It lived for about 5 seconds to hurl a Shadow Ball at the demon before getting propelled into a wall and immediately being mangled.

Summer, Malachite 7

Oh no! Our troll (not sure what Pokemon that is) escaped!



Much like the Misdreavus, I just feel sorry for it. Though at least it lasted a whole 10 seconds longer than the Misdreavus did.

Summer, Malachite 9

You guys actually helped this be a learning experience for me, I didn't even know you could put in work orders; makes things a lot easier!

Work Orders		Left	Validated
Ready: Construct rock Cabinet	No linked shop	30/30	×
Ready: Construct cinnabar Blocks	No linked shop	30/30	×
/Ready: Construct wooden Casket	No linked shop	30/30	×

And we really need those caskets.

Bëmb lingoddm, Ghostly Butcher has risen and is hunting the fortress!

Atir Salulasob, Ghostly Strand xtract has risen and is haun ng the fortress!

Dodók Akironol, Ghostly Dyer has risen and is haunting the fortress!

And probably some slabs, too.

Summer, Malachite 12



You know, it'd be so easy to kill that badger. He probably would just be too busy humping the water tower. But I can't, dammit. He's like our mascot now. He's not hurting anyone; he's just having a good time. Might be disturbing, but *still*.

### Summer, Malachite 18

Zasit Kikrostducim, Dwarven Child withdraws from society...

Child probably gets the idea to carve something out of all of the hell he's had to witness. Bet his parents were murdered by the demons.

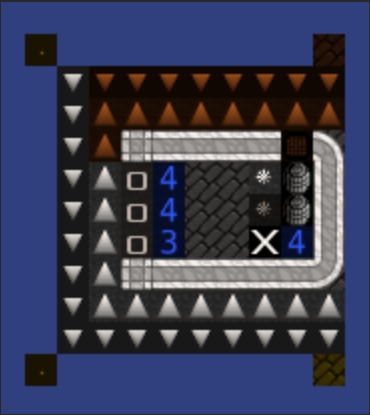
### Summer, Malachite 24

Zasit Kikrostducim has begun a mysterious construction!

After taking some leather, carnelians, opals, cloth and lead, he begins his project!

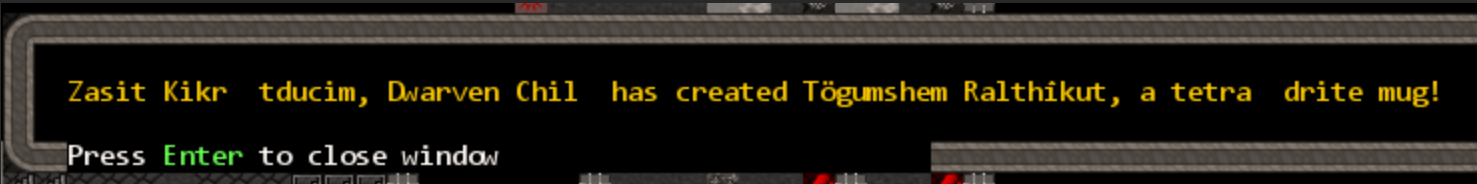
### Summer, Malachite 25

With some stairs and chains, I turned MCreeper's fixer-upper water tower into a nice little set of three wells.



### Summer, Galena 1

Hooray; it's useless!



This is a tetradrite mug. All crafts dwarfship is of the highest quality. It is studded with lead and encircled with bands of squirtle leather and round carnelian cabochons. This object is adorned with hanging rings of rope reed and menaces with spikes of tetradrite carnelian and jelly opal. On the item is an image of a pecan tree in primarina leather.

### Summer, Galena 9

Finally got around to killing that human corpse that we had in a cage sitting there and smelling.

The flying (silver arrow) misses the human swordsman!  
Imo Strank e, Human wordsman This is a fight! I ough in the face of death!  
The human swordsman slashes the human bowman cor in the head with his adamantine short sword and the severed part sails off in n ar

Imo is a badass.

### Summer, Galena 10

The demons still manage to torment me even when they're trapped. My reports pop up, and I get excited, and then I just see this.



I try to ignore it, but I want to look at the reports.

This has gone on for about 5 pages straight.

For 5 different snail fiends.

Kill me.

## Summer, Galena 12

Dwarf came up to me with the Dugtrio and Charmander proudly claiming his name to be Fluffe9911. I told him to get back to work.

```
`F ffe9911' Unibungòb, Blacksmith
```

## Summer, Galena 13

**Yes!** Time to put the plan into action, boys!



## Summer, Galena 16

HEY, BEAT IT! How are we supposed to have Galvantulas for the plan if you kill them?!

The hakamo-o grabs the stray hunti ; galvantula by the right third foot with her left hand!  
The stray hunting galvantula mses the hakamo-o!  
The hakamo-o hrows the stray hunting galvantula the right third foot with The hakamo-o's left hand!  
The hakamo-o releases the grip of The hakamo-o's left hand from The stray hunt g galvantula's right third foot.  
The hakamo-o uses Dragon Claw on the stray hunting galvantula in the right hind leg, tearing the muscle!  
The hakamo-o uses Sky Uppercut on the stray hunting galvantula in the left third leg with her left hand, fracturing the bone!  
The hakamo-o grabs the stray hunting galvantula by the right forefoot with her right upper arm  
The hakamo-o releases the grip of The hakamo-o's right upper arm from The stray hunting galvantula's right forefoot.

Lucky for us, a passerby Serperior was there to defend the Galvantula until a Macedwarf came in and immediately bashed its face in, killing it instantly.

Summer, Galena 18

Come to papa!

(mimikyu (♀) cage (nickel))

Autumn, Limestone 1

Autumn has come.

My second reign is halfway over, and I plan to make the best of the second half. I have done a lot of planning throughout this summer, and with my three Mimikyus, I plan to fix the horrible mistakes that I have made. Mark my words.

Pokemon List (<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd0OOK5-pJH3zmvAbB64wF4ro/edit>)

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Imic** on **June 17, 2017, 01:26:06 pm**

Can I be dorfed as a Male Hammerdwarf?  
If I end up with a pokemon, let it be... Um... Er... I don't mind, actually. Not a zubat, that's for sure.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **FirePhoenix11** on **June 17, 2017, 09:07:28 pm**

I love it when notifications randomly stop working...  
[Quote from: RedMageCole on June 15, 2017, 12:35:41 pm](#)  
Also, it seems as if Professor FirePhoenix11 has given up on the whole being disturbed by killing Pokemon thing.  
Only if its in self defense.  
  
[Quote from: RedMageCole on June 15, 2017, 12:35:41 pm](#)  
`FirePhoenix11' Kennomal, Pokemon Professor has been found dead.  
"New Pokemon to research?" ~ Famous last words.

Good luck dealing with the HFS, it looks like there's a lot of FUN to be had.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 17, 2017, 09:27:49 pm**

Hey **RedMageCole**  
[Spoiler: Useless Opinion](#) (click to show/hide)  
It would be cool if you bring back the narrative from your first posts.  
With some introspection, dwarven social interactions and conversations. In a way that the updates could look more like a story and less like a to do list.  
The current narrative isn't bad either but it also isn't very sketch inspiring. )-:

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **June 17, 2017, 09:58:53 pm**

"You know, it'd be so easy to kill that badger. He probably would just be too busy humping the water tower. But I can't, dammit. He's like our mascot now. He's not hurting anyone; he's just having a good time. Might be disturbing, but still."  
You know why the ocean is salty?  
*Giant Badgers are the whales of this land.*

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 17, 2017, 10:02:27 pm**

[Quote from: Nopal on June 17, 2017, 09:27:49 pm](#)  
Hey **RedMageCole**  
[Spoiler: Useless Opinion](#) (click to show/hide)  
It would be cool if you bring back the narrative from your first posts.  
With some introspection, dwarven social interactions and conversations. In a way that the updates could look more like a story and less like a to do list.  
The current narrative isn't bad either but it also isn't very sketch inspiring. )-:  
  
I knowww, but it's really hard when nothing's getting done. A lot of it is just tapping feet and waiting for the dwarves to actually do some stuff rather than just fiddling around waiting for Urist to stop collecting socks and actually go build the traps I told him to build.

Only halfway done with this season though, but it will get closer to a better narrative. Promise!

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 18, 2017, 02:29:28 pm**

## Pokemon Additions

Gave Glass Excadrill, Lampent, Solrock and Bronzong.  
Gave Shidoni Litten.

## Autumn, Limestone 1

Time to put the plan into action this season, if these dwarves would make the traps...

'Imic' Logemreg, Wrestler  
Not Hammerdwarf

As I get ready... a hammerdwarf-in-training named Imic comes up to me introducing himself. I tell him to go back to training.

captain of the guard	Datan Adilmasos, captain of the guard
----------------------	---------------------------------------

Speaking of military, why is some nobody captain of the guard? This calls for drastic measures.

captain of the guard	`llopal' Fikodar, captain of the guard
----------------------	--

That's better. Wear your new outfit with pride, Nopal.

## Autumn, Limestone 2

Thief! Protect the hoard from skulking filth!

**You.**

## Stungin, Kobold Thief

We all know Stungin; bastard keeps coming to our fort expecting to steal something, but he always gets caught. But I'm not letting him escape this time!

a	Legion of Druddigons	Kill	Stngn,	Kbld	Thf
b	The Attic of Mimikyu	Kill	Stngn,	Kbld	Thf
c	The Geared Gulpins	Kill	Stngn,	Kbld	Thf
d	The Crystal Onixes	Kill	Stngn,	Kbld	Thf
e	The Weedle Attacks	Kill	Stngn,	Kbld	Thf
f	The Electivire Wires	Kill	Stngn,	Kbld	Thf
g	The Rings of Rowlet	Kill	Stngn,	Kbld	Thf



**THIS ENDS NOW, YOU BITCH!**

...Of course, Stungin escaped. Damn him; we'll have him one of these days!

### Autumn, Limestone 3

## c: Becoming the Capital

My heart leapt in excitement! We can become the Capital!

Architecture			Offerings		
Desired:	15000		Desired:	5000	
Current:	172857		Current:	0	

...Or not. Damn it; I'll have to offer them a crapton of stuff when they come next and hope they draft up the requirements immediately, or else my hopes of nobility will be shattered.

a	Legion of Druddigons	Kill	Stngn,	Kbld	Thf
b	The Attic of Mimikyu	Kill	Stngn,	Kbld	Thf
c	The Geared Gulpins	Kill	Stngn,	Kbld	Thf
d	The Crystal Onixes	Kill	Stngn,	Kbld	Thf
e	The Weedle Attacks	Kill	Stngn,	Kbld	Thf
f	The Electivire Wires	Kill	Stngn,	Kbld	Thf
g	The Rings of Rowlet	Kill	Stngn,	Kbld	Thf

...You guys, he's long gone now. You can go back to work.

## Autumn, Limestone 14

The outpost li son Ustuth iginmosus from Mishthemunib has arrived.  
A caravan from Mishthemunib has arrived.

Yes! The best caravan!

## Autumn, Limestone 17

You continue to impress! I have come empowered to elevate this land in the eyes of our realm.

**a** - Finish peeking in on conversation.

C-...Could it be?

```
What request do you have of our merchants?  
a - Begin discussion.
```

...You could at least tell me what you meant by that. I want to be a count. :(

I put in requests for Pokemon and lots of them.



And here's what they want, for the next ruler;

Good	Price	Priority
maces	164	- 0 -
quivers	163	- 0 -
leather waterskins	146	0 --
blocks	129	0 --
large gems	214	--- 0
thread	166	- 0 -
tools	210	--- 0
cheese	157	- 0 -
crutches	167	- 0 -
green glass toys	185	-- 0
legwear	177	-- 0

...

Ustuth Giginmosus: Farewell Astesh Kidetlokum

What the fuck!? You can't just say "durr hurr we're gonna make you empowered" and then just walk the hell away! What did you mean, 'empowered'!? You guys suck so much ass >:(

Anyways, let's see what they have to trade...

(steel bars)	277	☼	47Γ
(steel bars)	277	☼	47Γ
(iron bars)	95	☼	47
(pig iron ba )	92	☼	47Γ
(iron bars)	95	☼	47Γ
(pig iron rs)	92	☼	47Γ
(hematite)	46	☼	526Γ
(limonite)	46	☼	379Γ
(platinum nuggets)	226	☼	2140Γ
(magnetite)	45	☼	504Γ
(magneti )	45	☼	504Γ
(hematite)	46	☼	526Γ
(wil w el)	20	☼	79Γ

...

This... was literally it.

...

What?

Minus the steel bars, this is crap! What am I supposed to do with any of this!?

Before I get more annoyed, I just give them offers to get us to a higher status. Hopefully.

Prepared Food pot (rock salt, large)	4568	☼	60Γ
--------------------------------------	------	---	-----

Boom.

Autumn, Sandstone 7

Some migrants have arrived, de ite e danger.

Welcome aboard, slave labor! You're early to the plan!

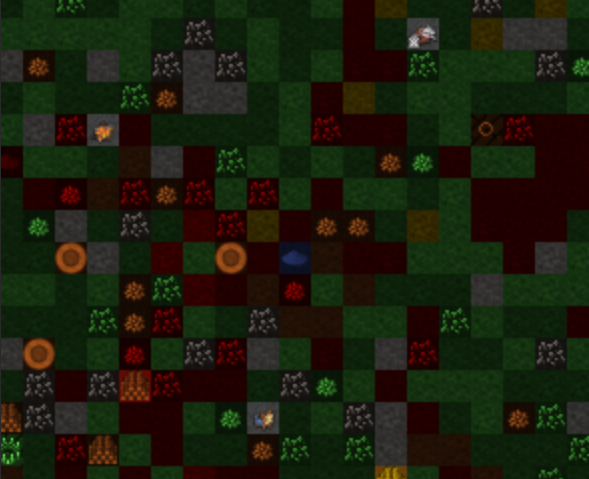
They bring a mason, armorer, engraver, Servine (owned by the engraver), brewer, cheesemaker, carpenter, dyer, Grimer (owned by the dyer), Loudred (also owned by the dyer), and a animal trainer.

Autumn, Sandstone 10

Lately, Nopal has been disappointed in my antics; I have been going in more of a to-do fashion rather than actually showing my feelings on subjects. I wish I could, but since I'm still waiting, I have decided to try and appease Nopal with a kickass room. The previous, lesser Captain was less than pleased to hear that while he had never gotten a room, Nopal got a room almost instantly, but who cares?



Also, a wild Herdier tried to maul a child, but was quickly stopped by Beirus's Excadrill and ran off with its tail between its legs. Nice.



Autumn, Sandstone 11

The Werebison Thep Durpulina Cilomsetoc has come! A large bison twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow green. Its charcoal hair is long and straight. Now you will know why you fear the night.

Press Enter to close window

Come *on!* Can't we just have a Pokemon boss or something? Why do we keep getting freaking werewolf abominations?

The baroness of Pocketball stabs the herdier in the left front leg with her adamantine spear, fracturing the bone!  
An artery has been opened by the attack, a sensory nerve has been severed and a tendon has been torn!

Before going in to kill the werebison, Paddywagon does a warmup by instantly murdering the Herdier that was begging for its life. She takes no prisoners.

The werebison bites the gem cutter in the left hand and the severed part sails off in an arc!

...Hm. Not really a pretty sight, but I'm instead left wondering if that counts as a were-bite.

The werebison bites the dwarven child in the right eye, tearing apart the right eyelid's skin through the x(ampharos leather cloak)x!  
The werebison latches on firmly!  
The brewer punches the werebison in the right upper leg with her left hand, bruising the muscle!  
The gem cutter misses the werebison!  
The baroness of Pocketball stabs the werebison in the lower body with her adamantine spear, tearing the muscle!  
The werebison shakes the dwarven child around by the right eye and the skull collapses!

Okay, that definitely counts. But jesus christ, ow.



Then my Chandelure and a Pignite come in, fire off twin Flamethrowers and a Psybeam, and it's all over.

```
`Paddywagon Man' Shetbêthendok Limulshoduk Unos, baroness
x(mareep wool cap)x
x(flaaffy leather left mitten)x
x(flaaffy wool shoe)x
x(flaaffy wool shoe)x
x(flaaffy wool left glove)x
X(flaaffy wool right glove)X
(flaaffy wool sock)
(rope reed sock)
(pig tail hood)
XX(ampharos leather cloak)XX
x(sceptile leather right mitten)x
!!önul Kûbukstelid's corpse!!
Smoke
A Fire
Ashes
```

...H-Hey, um... Paddywagon? You doing okay?

...Paddywagon?

`Paddywagon Man' Shetbêthendok Limulshoduk Unos, Speardwarf has been found dead.

...O-...Oh my god...



YOU **MANIACS!!!** YOU BLEW IT UP!! DAMN YOU!! *DAMN YOU ALL TO HFS!!!*

And did I mention? The werebison *still isn't dead!* What does it take for you to die, damn it?!

**Autumn, Sandstone 12**

Thep Durpulina Cilomsetoc, Werebison Deceased

Finally dead, but... at what cost? We lost Paddywagon and one of her Crobats... don't really give a shit about the children, they're useless fucks, but... god damn.

Later, some dwarf came into my office, screaming at me as to why people thought she was dead. I noticed this was Paddywagon Man. I was so overjoyed to see her still alive, I nearly cried...! Though then I remembered my Venusaur and was still not amused. She was angry that people mourned the death of the baroness, yet she was still alive. I merely nodded my head a few times, watching the dwarven traders leave without saying a damn thing about our so-called 'empowering'. I couldn't promise her becoming the new baroness once another ruler took over, especially since I doubted they'd let me become royalty, but I did promise to give her the Crobat back. But I was keeping my Venusaur.

Also, she had a Serperior all of the sudden. Strange.

And apparently, Chandelures can indeed melt when in their own fire. Sigh.

This is stressful. I need a nap. With my three babies, of course.



**Autumn, Sandstone 17**





Devastation and destruction plagued the lands...

Rètbiban and the surrounding lands have been made a duchy.

But at least we were a duchy, right? Right?

...Not that we had a count to actually prove it, so...

Sigh.

### Autumn, Timber 5



After long periods of waiting (in reality I actually had to AFK and accidentally left the game running until it paused), the plan is completed!...well, I wanted another weapon trap, but I was sick of waiting, so...

Step 1: Get the squads underground behind the Galvantula in case of emergency.

**Await Backup: no squads, 1 burrow**

Step 2: Get the people underground before the squads for quick hauling and quick wall building.

*We're not safe until they're dead!  
They'll come stalking us at night!*

**SLAUGHTER THE DEMONS: 7 squads, 1 burrow**

*Set to sacrifice our children to their monstrous appetites!  
They'll wreck havoc on our fortress if we let them wander free!*

*So it's time to take some action, dwarves! IT'S TIIIME TOOOOO FOOOOLLOOOOOWW MEEEEEE!*



*Through the mist, through the caves!  
Through the darkness and the shadows, it's a nightmare but it's one exciting riiiide!*



*Say a prayer, then we're there!  
At the entrance of our mineshaft, and there's something truly terrible insiiide!*



*They're demons! They've got fangs, razor sharp ones!  
Massive paws, killer claws, for the feast!*



*Hear them scream, see them steam, but we're not coming home,  
'Til they're deaaaad! Good and deaaaaad!*

**KILL THEM ALL!**

inaccessible.  
Bëmbul Isakerib, Dwarven Child c cels Sto Item in Bin: Drop-off inaccessible.  
Ducim Shemsoloz, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Ducim Inod lâr, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Unib Odroz mrekk, Scribe cancels Store Item in Bin: Drop-off inaccessible.  
Tobul Govosavuz, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Mûthkat Masosîteb, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Oddom Suvasmûthkat, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Solon Rithal sh, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Udil Likotössek, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Asob Monomurus, Surgeon cancels Store Item in Bin: Drop-off inaccessible.  
Zasit Kikrostducim, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Lokum Otadsolon, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Asmel Stukostekkud, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Geshud Dastottulon, Clothier cancels Store Item in Bin: Drop-off inaccessible.  
Liko Sazirnosong, Fisherman cancels Store Item in Stockpile: Drop-off inaccessible.  
Zefon Ishlumasmel, Planter cancels Store Item in Stockpile: Drop-off inaccessible.  
Sigun Gethetur, Scriber cancels Store Item in Barrel: Drop-off inaccessible.  
Momuz emkulet, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Bëmbul Isakerib, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Duci Shemsoloz, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Ducim Inodlu, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Unib Odr bôm, Scribe cancels Store Item in Bin: Drop-off inaccessible.  
Tobul Govosavuz, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Mûthkat Masosîteb, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.  
Oddom Suvasmûthkat, Dwarven Child cancels Store Item in Bin: Drop-off inaccessible.

Step 3: Tell civilians that I changed my mind and tell them to fuck off because these goddamn idiot kids are making my FPS drop to -500 FPS.



Step 4: Get demon to actually start moving through drastic measures since god knows the military is fucking around and not actually going to kill it.

The werebison gem cutter grabs the stray war mimikyu by the left lower arm with its left hand!  
The werebison gem cutter releases the grip of The werebison gem cutter's left hand on the stray war mimikyu's left lower arm.  
The dwarven child punches the werebison gem cutter in the right upper leg with her right hand, bruising the muscle!  
The werebison gem cutter grabs the stray war mimikyu by the tail with its left lower leg!  
The werebison gem cutter releases the grip of The werebison gem cutter's left lower leg on the stray war mimikyu's tail.  
The stray war delphox uses Scratch on the werebison gem cutter in the left hand, tearing the fat and bruising the muscle!  
The force bends the left lower arm!  
The werebison gem cutter misses the stray war totem Mimikyu!  
The stray war mimikyu uses Shadow Claw on the werebison gem cutter in the upper body, tearing the skin and bruising the fat!  
The dwarven child punches the werebison gem cutter in the head with her right hand, bruising the muscle!  
The force bends the neck!

Step 5: Are you fucking kidding me?!



Step 6: This fucking moron's grand master idea to build a floor using a granite right next to the demons we're trying to keep out rather than using a granite right goddamn next to the floor, then lead the demons right exactly where we do not want them.





Step 7: Pray that one part of the plan actually goes well...

+flare specter (♀) cage (oaken)+

Step 8: Gotcha! Flare Scepter was caught!

The Stray war Totem Mimikyu (Trained) has been found dead.  
The Stray war Mimikyu (-Trained-) has been found melted.

Step 9: Wish I could just have nice things for once in my miserable life.



Step 10: WONDER WHY THE FUCK THE BRIDGE ISN'T GOING UP EVEN THOUGH I CLEARLY TOLD SOMEONE TO PULL IT.



Step 11: Be relieved, but at the same time, hate life.

So, the plan was a complete failure. FPS drops making it impossible to tell what's going on, massive announcement spam that made it impossible to notice anything including the fucking wonderfully-timed werebison attack, and that one goddamn idiot dwarf deciding it's a better idea to lure the demons over to our unprepared traps rather than barricade them off for good. We're worse off than before; no Galvantulas, and many demons in the adamantine room rather than just one.

I hate my life, and I suck ass as an overseer.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 18, 2017, 07:48:15 pm**

Quote from: RedMageCole on June 18, 2017, 02:29:28 pm  
Speaking of military, why is some nobody captain of the guard? This calls for drastic measures.  
...  
That's better. Wear your new outfit with pride, Nopal.

Spoiler (click to show/hide)



**Wildfire!**  
Spoiler (click to show/hide)



Napping  
[Spoiler](#) (click to show/hide)



Cool update, the fps dead is sad though.

---

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 18, 2017, 07:58:49 pm**

---

The third picture... that's so adorable and it made me actually squeal a bit with adorableness.

...But then I just got sad. At least I still have one, but... ;-;

Also the detail on that Werebison holy shit

Thankfully the FPS went back to normal once I sealed off the demons again, but I might leave the demon fighting to someone with a better computer than mine.

Real talk I was so in love with that Mimikyu snuggling picture that I even showed it to all my friends and they were all 'aww'-ing and praising Nopal's wonderful artistry

EDIT: It turned into me showing the rest of Nopal's art to my friends and them 'ooh' and 'aah'ing at it while I try to explain exactly what the heck is going on in Dwarf Fortress

---

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 18, 2017, 10:23:05 pm**

---

I'm thinking we may just have to pasture all the fire types deep in the fort, never to be heard from again. Why did my kickass baroness have to die? \*sadness\*

And the Galvantulas reeeeaally should have been in fortifications instead of just wandering freely. Still, we caught a demon! Nicely done!

---

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Glass** on **June 18, 2017, 10:28:45 pm**

---

Now, the *real* question is *can we tame it?*

---

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Imic** on **June 19, 2017, 04:24:08 am**

---

This is rapidly flying down hill at light speed.

---

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **June 19, 2017, 09:32:42 am**

---

Nah. We just need to stay sealed up till we can trap a legendary or a few mythicals and train em.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **DrewLegend** on **June 19, 2017, 11:58:05 am**

Cool fort, dorf me with a Ampharos and Excadrill please.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 19, 2017, 07:45:54 pm**

Just out of curiosity, what was my character's title prior to her death?

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 20, 2017, 06:13:05 pm**

Quote from: RedMageCole on June 18, 2017, 07:58:49 pm

Spoiler (click to show/hide)  
The third picture... that's so adorable and it made me actually squeal a bit with adorableness.  
  
...But then I just got sad. At least I still have one, but... ;-;  
  
Also the detail on that Werebison holy shit  
  
Thankfully the FPS went back to normal once I sealed off the demons again, but I might leave the demon fighting to someone with a better computer than mine.  
  
Real talk I was so in love with that Mimikyu snuggling picture that I even showed it to all my friends and they were all 'aww'-ing and praising Nopal's wonderful artistry  
  
EDIT: It turned into me showing the rest of Nopal's art to my friends and them 'ooh' and 'aah'ing at it while I try to explain exactly what the heck is going on in Dwarf Fortress

That's flattering, I'm glad you [and your friends] like it that much!  
Guess I'm gonna make more sketches then.

Quote from: Paddywagon Man on June 18, 2017, 10:23:05 pm

Still, we caught a demon! Nicely done!

Quote from: Glass on June 18, 2017, 10:28:45 pm

Now, the *real* question is *can we tame it?*

Spoiler (click to show/hide)



Quote from: Imic on June 19, 2017, 04:24:08 am

This is rapidly flying down hill at light speed.

Spoiler (click to show/hide)



Quote from: Beirut on June 19, 2017, 09:32:42 am

Nah. We just need to stay sealed up till we can trap a legendary or a few mythicals and train em.

Spoiler (click to show/hide)





Quote from: Paddywagon Man on June 18, 2017, 10:23:05 pm

Why did my kickass baroness have to die? \*sadness\*

R.I.P The speardwarf/baroness of Pocketball

[Spoiler](#) (click to show/hide)



-Sorry for the long post.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Glass** on **June 20, 2017, 06:20:13 pm**

:D :D :D

I think that actually gives us pictures of all of us, in fact.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **FirePhoenix11** on **June 20, 2017, 08:25:06 pm**

Quote from: Glass on June 20, 2017, 06:20:13 pm

I think that actually gives us pictures of all of us, in fact.

I actually don't have one

I just imagine whilst all this calamity is going on outside. The actual professor has locked himself in his bedroom, having written so much research that some of it is getting lost.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**

Post by: **Nopal** on **June 21, 2017, 06:12:23 pm**

I believe that everyone's gonna get draw, I just need some time [and updates]

Quote from: FirePhoenix11 on June 20, 2017, 08:25:06 pm

I actually don't have one

[Spoiler](#) (click to show/hide)



Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 22, 2017, 01:14:37 pm**

This week has been a very job interview-filled week, so I have found less and less time to play DF, but I assure you I can get to it over the weekend at least, I hope!

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 22, 2017, 10:47:10 pm**

Best of luck on the interviews then, RMC!  
  
(And the fight against the demons, of course)

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 25, 2017, 08:30:14 pm**

Okay; weekend sucked more than anticipated. Gonna try to get things running tomorrow then. Sorry! :-[

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 26, 2017, 01:01:01 am**

Cheer up **Cole**!  
[You can post the update whenever you like.]  
I hope that you are doing well.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **June 29, 2017, 04:37:17 am**

Update?

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 29, 2017, 10:37:50 am**

Quote from: **MCreeper** on June 29, 2017, 04:37:17 am

Update?

Was planning on updating today, but you delayed the update until tomorrow due to my general spitefulness and irritability as of late.



~~It will come tomorrow, though. It might still come today even. Don't hate me forever; I'm getting my motivation back. Slowly.~~

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 29, 2017, 07:04:51 pm**

You alright Cole?

None of my business I know, I don't want to pry, but sorry to hear about your bad weekend.

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 29, 2017, 07:27:06 pm**

Quote from: Paddywagon Man on June 29, 2017, 07:04:51 pm

You alright Cole?

None of my business I know, I don't want to pry, but sorry to hear about your bad weekend.

That's really nice of you to check in on me; just been trying to wean myself off of meds that recently stopped working very well for me, that combined with the stress of having to get a college/moving soon/finding work/an exceedingly high-strung mother and a lovely combination of mental illnesses and it has been not very fun recently. But things have been slowly getting better as plans get settled into place!

I'm getting better now, though! So there's no need to worry :)

Title: **Re: The World of Dwarvemon (and !!FUN!!) - Fort of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 29, 2017, 08:41:28 pm**

Paddywagon Man's words were enough to inspire me to work on the new update after all!

**Pokemon Additions**  
DrewLegend was dorfed with an Excadrill and Ampharos.  
Gave Nopal a Flaaffy.

Autumn, Timber 10



Plan B: if we can't retrieve the whole thing, we might as well go for the bulk of it.



Though that may not be necessary; most of the demons just left while laughing, and all that remained were a couple of Boiling Banshees that I know we're capable of taking on.

SLAUGHTER THE DEMONS: 7 squads, 1 burrow  
c: Add alert                      d: Delete alert                      Enter: Set squad to alert  
Shift+Enter: Set squad to alert, retaining orders (no orders)

ALERTS		SQUADS
Inactive		Legion of Druddigons
Active/Training		The Attic of Mimikyu
SCATTER		The Geared Gulpins
Await Backup	[CIV]	The Crystal Onixes
SLAUGHTER THE DEMONS		The Weedle Attacks
		The Electivire Wires
		The Rings of Rowlet

If we can take two Boiling Banshees, we can try this again.

a Legion of Druddigons	Kill boiling banshes
b The Attic of Mimikyu	Kill boiling banshes
c The Geared Gulpins	Kill boiling banshes
d The Crystal Onixes	Kill boiling banshes
e The Weedle Attacks	Kill boiling banshes
f The Electivire Wires	Kill boiling banshes
g The Rings of Rowlet	Kill boiling banshes

Let's stay on our guards, though!

Autumn, Timber 13



The magnezone uses Magnet Bomb on the boiling devil in the head and the severed part sails off in an arc!  
The magnezone is caught in a burst of steam!  
The magnezone is caught up in the web!  
The magnezone falls over.  
The magnezone is partially free of the web.  
The magnezone is completely free of the web.  
The magnezone stands up.

Magnezone is a *badass*. A hunk of metal and magnets killing demons like it's nothing; we need one of those.

Autumn, Timber 15



GET THEM! GET THEMMM!

The captain of the guard punches the boiling banshee in the body with his left hand, breaking away the rest of the tissue!  
The boiling banshee attacks the captain of the guard but He jumps away!  
The captain of the guard hacks the boiling banshee in the tail with his (bismuth bronze battle axe) and the severed part sails off in an arc!  
The captain of the guard is caught in a burst of steam!

Score one for Nopal!

The boiling banshee misses the captain of the guard!  
The boiling banshee is caught in a burst of steam!  
The captain of the guard hacks the boiling banshee in the body with his (bismuth bronze battle axe), breaking away the tissue!

And another one for Nopal! With this, I can finally let down the alert, and pray that someone goes and builds the walls before the demons catch onto us...



A mad dash for the adamantine; if we can't get the walls, we might as well still try to get the adamantine and weapons/armor! I even make the military inactive so that they may quickly get the stuff to safety. Just as long as we don't make too much of a ruckus...



I can keep an eye on the main demon problem; as I said before, the main problems are in the caves dicking around and killing random Pokemon they find down there. These two reside in a slightly phallic-looking hallway slightly above the area. They don't seem to want to move, so as long as we stay quiet...

Autumn, Timber 17



I start to feel proud of myself, then remember I was the one who got us all into this mess in the first place. It's not fun.

### Autumn, Timber 24



Success! The first barricade and the most crucial one has been put up! I still have two more to go; one leading into the magma sea (which is necessary so that we can get our Magma Forges/Smelters going again) and one leading into more adamantine ores.

In the meantime, I set myself up a sort of tribute for my office.

Image information for Construct gold Statue

The Knives of Burning

is an image of a totem Mimikyu, three mimikyu and `RedMageCole` Steelstill the dwarf. `RedMageCole` Steelstill is embracing the totem Mimikyu. `RedMageCole` Steelstill is embracing the three mimikyu. The totem Mimikyu is admiring `RedMageCole` Steelstill. The three mimikyu are admiring `RedMageCole` Steelstill.

A sort of feel-good honoring. Even being made by the Mayor herself!

Astesh Kidetlokum, mayor

Construct gold Statue

At the same time, it made me notice that our dwarven government's symbol was a Basculin;

This artwork is a well-designed image of basculin. The image is the symbol of the Awe-inspiring Bulb, a local dwarven government.

And then I just got carried away looking at all of our works of art. Here are some of the more amusing ones I saw;

This artwork is an image of bookcases, Captivated By The Dwarf the lati parc ent scroll, a dwarf and a crossbow. The dwarf is shooting the crossbow. The dwarf is refusing Captivated By The Dwarf. The dwarf looks confused. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.

The Standards of Searing, commissioner unknown.

This artwork is an image of Glitteredplay the furret and dwarves. The dwarv are being mutilated by Glitteredplay. The dwarves are in a fetal position. Glitteredplay is striking a triumphant pose. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.

The Ochre Den, commissioner probably MCreeper. I like to call this piece of artwork 'Banned To Anything Goes'.

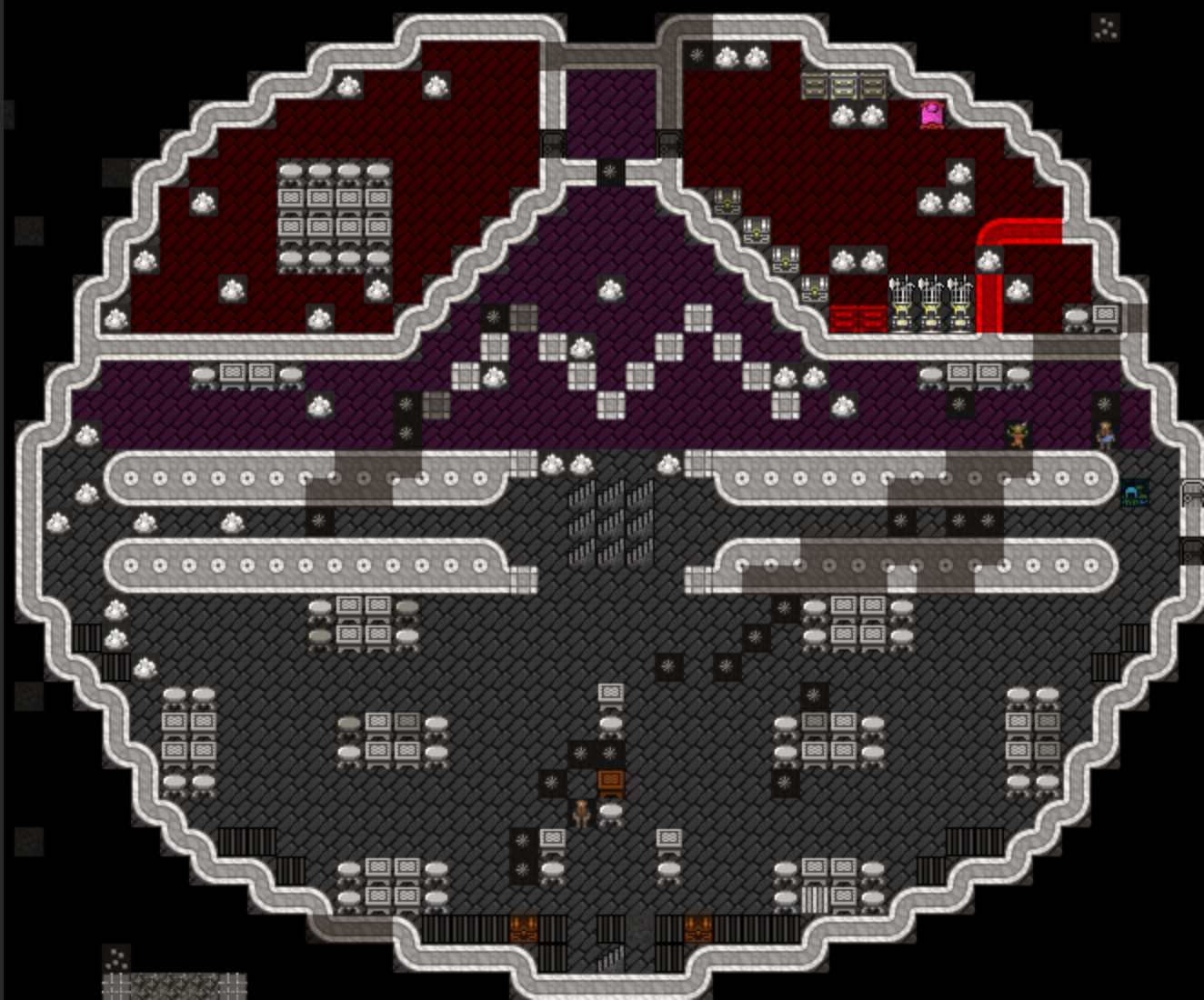
This artwork is an image of `Paddywagon Man` Twinkleattics the Golden Dive o Wails the dwarf and a swalot. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.

The Dank Friends (dammit Paddywagon Man), commissioner definitely Paddywagon Man. Kind of a prelude to my commission, it seems?

This artwork is an image of a swalot. The swalot is striking a triumphant p e. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.

The Awe-inspiring Mightiness, commissioner also definitely Paddywagon Man. It's supposed to be awesome, but I can't get the image of the triumphant pose being the Swalot doing a dab out of my head...

Doing all that reminded me!



THE MASTER-BALL IS COMPLETE!

I plan to add some engravings on the walls, but it's a work of art, truly!

Autumn, Timber 28



Barricade #2 is complete! Now I can set up some forges and smelters again!

Winter, Moonstone 1

Winter is upon you.

Only 3 more months to go and then I'm done with my reign... huh. Been one heck of an experience, hasn't it?

I will try to make my last season... memorable, but quiet. Because Armok knows we need it.

Pokemon List (<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd0OOK5-pJH3zmvAbB64wF4ro/edit>)

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 29, 2017, 11:32:20 pm**

Love the masterball library! Puts my gulpin tomb to shame. What did you use for purple?

Great update Cole, looking forward to the last one. And glad I was some help with motivation, should make up a little for all the stress my reign put you through, library shutdowns and weird catapults and all that.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 30, 2017, 01:59:17 am**

Quote from: Paddywagon Man on June 29, 2017, 11:32:20 pm  
Love the masterball library! Puts my gulpin tomb to shame. What did you use for purple?  
  
Great update Cole, looking forward to the last one. And glad I was some help with motivation, should make up a little for all the stress my reign put you through, library shutdowns and weird catapults and all that.  
  
Thanks!  
I was initially using blocks of the purple wood we found underground, but then the demon mishap happened, so I changed it to rose gold.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **June 30, 2017, 04:01:12 pm**

Remake...  
[Spoiler](#) (click to show/hide)



This artwork is an image of Glitteredplay the furret and dwarves. The dwarv are being mutilated by Glitteredplay. The dwarves are in a fetal position. Glitteredplay is striking a triumphant pose. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.



Quote from: RedMageCole on June 29, 2017, 08:41:28 pm

I start to feel proud of myself...

*\*Remake\**

Spoiler (click to show/hide)

Image information for Construct gold Statue

#### The Knives of Burning

is an image of a totem Mimikyu, three mimikyu and `RedMageCole` Steelstill the dwarf. `RedMageCole` Steelstill is embracing the totem Mimikyu. `RedMageCole` Steelstill is embracing the three mimikyu. The totem Mimikyu is admiring `RedMageCole` Steelstill. The three mimikyu are admiring `RedMageCole` Steelstill.



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **June 30, 2017, 09:32:57 pm**

Nopal's drawings are quickly becoming my favourite part of this succession game.  
Nice dabbing Swalot! That was a lovely touch.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **June 30, 2017, 10:31:31 pm**

Quote from: Paddywagon Man on June 30, 2017, 09:32:57 pm  
Nopal's drawings are quickly becoming my favourite part of this succession game.  
Nice dabbing Swalot! That was a lovely touch.

This. Both of these sentences. All of it. Tenfold.

My favorite part of the drawings is how Nopal went from a tiny little green dwarf minding his own business to a steel-armored constantly-stained-in-blood tiny badass.

Also that statue. The best.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **July 03, 2017, 11:22:25 pm**

Who's blood is it though?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 04, 2017, 03:38:41 am**

Aaaand... Update?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **July 04, 2017, 01:39:06 pm**

Quote from: Zefermcdwarfpants on July 03, 2017, 11:22:25 pm  
Who's blood is it though?

Spoiler (click to show/hide)



Boiling Banshee's blood, probably.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 04, 2017, 03:09:13 pm**

Wonderful! :D

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **July 04, 2017, 05:55:35 pm**

Quote from: Nopal on July 04, 2017, 01:39:06 pm  
Spoiler (click to show/hide)



Boiling Banshee's blood, probably.

Wait, I thought they were comprised of steam and tails according to the reports...

...

But what do I know? Nopal's the one who killed the banshees in the first place! They must have blood!

This made my day so hard

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 07, 2017, 12:47:38 am**

Seriously, where the update?

Update!!!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **July 07, 2017, 01:36:09 pm**

Oh, just remembered; since I am on the last season of my save, do any of our dorfs or potentially viewers want to take a turn after me? If need be, we can always rotate, but I don't want to rotate a third time (my computer hates me enough for playing this save again)!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **July 08, 2017, 12:01:35 am**

I would like to do another turn some time in the future (I was the last one before you, so I'll back down if somebody else wants to go before) but I don't have nearly as much free time now as I did during my first turn.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 08, 2017, 01:57:35 am**

I'll make a turn, if nobody else will.

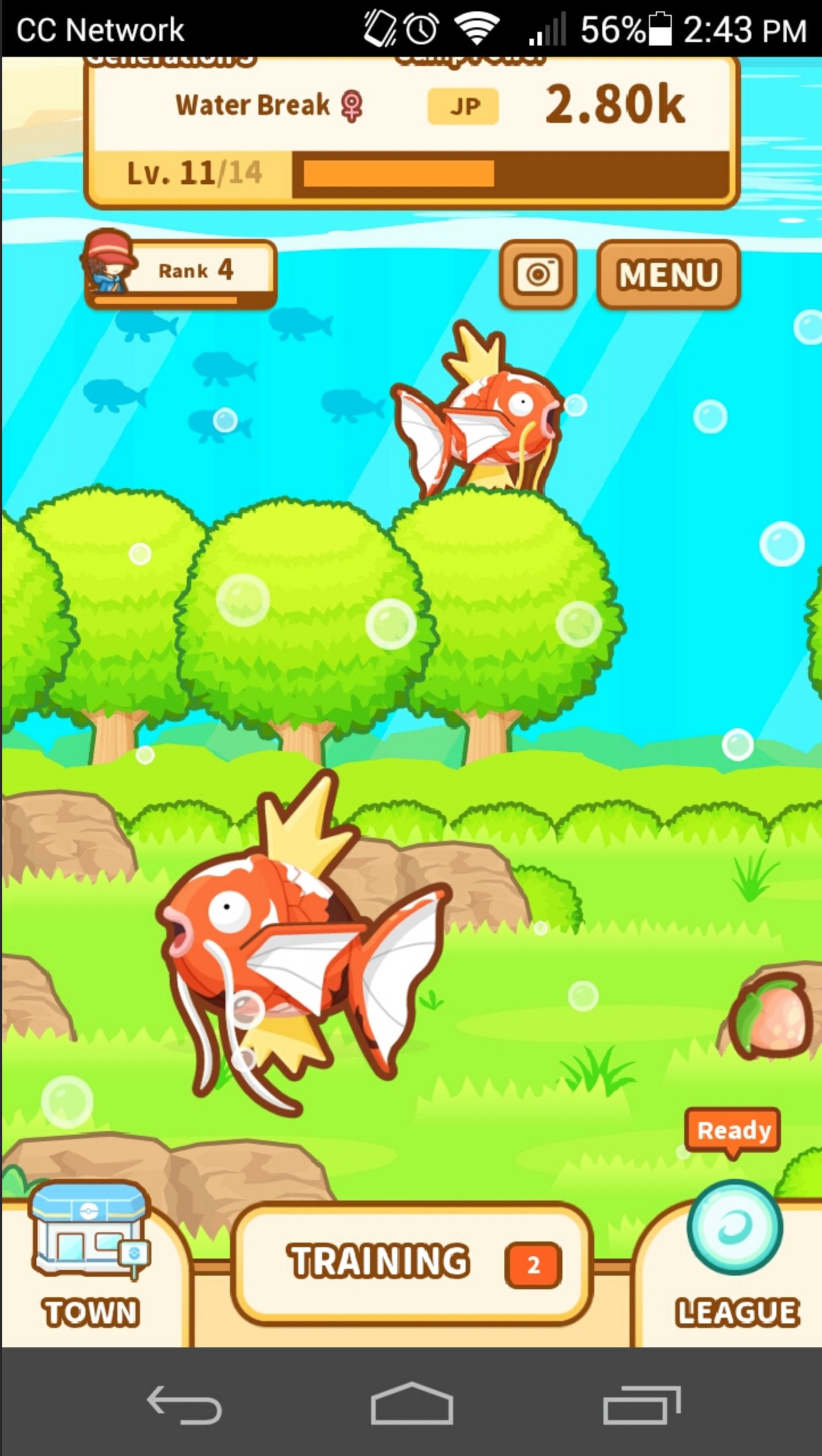
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 09, 2017, 02:13:18 pm**

And if THIS one will be finished.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **July 09, 2017, 02:47:06 pm**

[Spoiler](#) (click to show/hide)





Move over, Dwarf Fortress. No violent deaths here. Sometimes. At least not by &-

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **July 12, 2017, 04:22:11 am**

Dammit, you are doing your turn for a freaking MONTH, just give me the save and let me finish this freaking game.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **July 12, 2017, 10:39:22 am**

Quote from: MCreeper on July 12, 2017, 04:22:11 am  
Dammit, you are doing your turn for a freaking MONTH, just give me the save and let me finish this freaking game.

I've said it before and I will say it again; I've been going through a rough time. Rushing me is going to help me do the exact opposite of finishing my turn and in fact make me not finish the turn out of spite. I completely understand that it has been quite some time since I've finished my turn. I also completely understand that maybe I'm being a bit hypocritical since I've also probably rushed Ryukan out of his turn; that's still been weighing heavily on my mind, you don't think that's been ravaging my mind enough already? I've been trying to stall so we could get some more players but obviously that hadn't worked out so I have been trying to finish, I'm almost done with the game, but would you please for the love of Armok be patient and be quiet? If we were going back through turns, I'm actually half

tempted to just axe you from the second turn list and just have the game move from Phoenix to Paddywagon Man. Please, do yourself and myself a favor and *be patient!*

Jesus. >:(

To anyone else who's patiently waiting for an update, I'm sorry about keeping you waiting and promise that it will be done soon; I actually was on the last couple days of Winter and thinking of how to type a finale of my turn. Thank you for *your* patience and understanding.

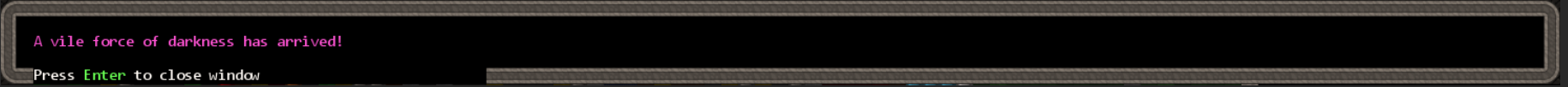
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **July 12, 2017, 09:05:31 pm**

**Pokemon Additions**  
Lemonpie's Torterra starved to death. Whoops.

**Winter, Moonstone 1**

Uneventful winter so far; I've had adamantine weapons and armor queued up for the military with our snazzy new Magma Forges and also started to make some adamantine cloaks.  
I also draft for full sets of adamantine armor for our dorfed militia captains, namely Nopal (who I have given Gudidbab, our legendary pants). I also give Paddywagon Man some adamantine armor so that she doesn't die again.

**Winter, Moonstone 2**



Too bad it's a little late for that.

Ilako Unarespu, Goblin Bowman	Invader
Ilgoso Ilakourta, Goblin Lasher	Invader
OIngö Kutsmobnadog, Goblin Spearman	Invader
Smunstu Osmozarstruk, Goblin Maceman	Invader
Ar ruk Snamozasnam, Goblin Maceman	Invader
Dostngosp Smoraslot, Goblin Crossbowman	Invader
Azstrog Uksosarstruk, Goblin Pikeman	Invader
Do ngosp Bâxsuxut, Goblin Axeman	Invader
Zica Gabatocda, Human Crossbowman	Invader
Irum Toliscopnut, Human Recruit	Invader

The bastards even manipulated some humans! Get them and put them out of their misery!

a Legion of Druddigons	Kill various
b The Attic of Mimikyu	Kill various
c The Geared Gulpins	Kill various
d The Crystal Onixes	Kill various
e The Weedle Attacks	Kill various
f The Electivire Wires	Kill various
g The Rings of Rowlet	Kill various

**FOR POCKETBALL!**



Taupe is as usual the first on the scene, but this might prove to be a bad move...

...until the bolts miss Taupe and Taupe decides to start brutally beating the goblin crossbowman half to death.

**'Taupe' Mislilar Itur Stizash, militia captain has entered a martial trance!**

Taupe does *not* fuck around.

**'Tau ' Mislilar Itur Stizash, Axe Lord has been found dead.**

Unfortunately, Taupe could not stay alive against a full horde, but did take a goblin down. :(

I do redorf Taupe, though.

[Spoiler: Taupe vs Siege](#) (click to show/hide)

The flying ({silver bolt}) misses the militia captain!  
Th flying ({iron bolt}) misses the militia captain!  
The militia captain grabs the goblin crossbowman by the ({milotic leather hood}) with her right lower arm!  
The militia captain punches the goblin crossbowman in the right hand with her left hand, bruising the bone through the ({herdier leather right gl e})!  
The force twists the right wrist, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A gament has been torn and a tendon has been torn!  
The litia captain punches the goblin crossbowman in the right lower arm with her right hand, bruising the musc through the ({solosis leather cloak})!  
The force twists the right elbow, bruising the muscle and bruising the muscle!  
The goblin crossbowman is unable to break the grip of The militia captain's right lower arm on The goblin crossbowman's ({milotic leather hood})!  
The militia captain scratches the goblin crossbowman in the left foot, tearing the muscle hrough the x({bunnelby leather low boot})x!  
The force bends the left ankle!  
The militia captain punches the gobl crossbowman in the left e lid with her rig hand, bruising the in through he ({solosis leather cloak})!  
The force bends the head, tearing apart the skin and bruising the fat and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The militia captain takes the goblin crossbowman down by the ({milotic leather ho }) with The militia captain's right lower arm!  
The militia captain punches the goblin crossbowman in the right lower arm with her left hand, bruising the muscle through the ({solosis leather cloak})!  
The force pulls the right elbow, tearing apart muscle and br sing the bone and tearing apart the muscle and bruising the one!  
A ligament has been torn and a tendon has been torn!  
The militia captain punches the goblin crossbowman in the right hand with her right hand and the injured part explodes into gore!  
An artery has been opened by the attack!  
The force bends the right rist, tearing apart the muscle and bruising th bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
Th militia captain punches the goblin crossbowman in the right lower arm with her left hand, bruising the bone through th ({solosis leather cloak})!  
The force pulls the right elbo tearing part t muscle and bruising the bone and tearing apart the muscle and brui ng the b e!  
A ligament has been torn and a tendon has been torn!  
The flying ({silver bolt}) misses the militia captain!  
Th militia captain punches the goblin crossbowman in the left foot with her left hand, bruising the muscle through the x({bunnelby leather low boot})x!  
The force bends the left ankle, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A gament has been bruised and a tendon h been bruised!  
The militia captain kicks the goblin crossbowman in the right lower leg with her right foot, fracturing the bone through the ({galvantula leather le ings})!  
The rce twists the right knee, bruising the muscle and bruising the muscle!  
The militia captain punches the goblin crossbowman in the throat with her left hand and the injured part explodes into gore!  
A major artery has been opened by the attack!  
The force pulls the neck, tearing apart the fat and bruising the upper spine's nervous tissue!  
A tendon i the upper spine has been bruised!  
The goblin crossbowman misses the militia captain!  
The militia captai punches the goblin crossbowman in the right upper leg with her right hand, bruising the bone through the ({solosis leather cloak})!  
The force be s the right hip, tea ng apart t muscle and tearing apart the muscle!  
The goblin crossbowman misses the militia captain!  
The goblin crossbowman misses the militia captain!  
The militia captain punches the goblin crossbowman in e left lower leg with her right hand, bruising the bone through the ({galvantula leather leggings})  
The force pulls the left knee, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been to and a tendon has been torn!  
The goblin crossbowman misses the militia capt  
The militia captain punches the goblin crossbowman in e upper body with her left hand, but the attack is deflected by the goblin crossbowman's ({«iron breastplate»})!  
The goblin crossbowman misses the militia captain!  
The militia captain punches the goblin crossbowman in e left hand with her left hand and the inju d part collapses into a lump of gore!  
An rtery has been opened by the attack!  
The force twists the left wrist, tearing apart the muscle and bruising th bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been t n!  
The militia captain punches the goblin crossbowman in the left lower arm with her right hand, bruising ie bone t ough t ({solosis leather cloak})!  
The force pulls the left elbow, tearing apart the muscle and ruising the



bone and tearing apart the muscle and bruising the bone!  
A gament has been torn and a tendon has been torn!  
The goblin axeman misses the militia captain!  
The goblin crossbowman misses the militia captain!  
The militia captain punches the goblin crossbowman in the neck with her left hand and the injured part explodes into gore!  
An rtery has been opened by the attack!  
The goblin axeman misses the militia captain!  
The goblin crossbowman struggles in vain against the grip of the militia ca ain's right lower arm on The goblin crossbowman's ({milotic leather hood }.  
The goblin axeman misses the militia c tain!  
The goblin crossbowman misses the militia captain!  
The militia captain bites the goblin crossbowman in the lower left back teeth and the severed part sails off in an arc!  
The goblin maceman misses the militia captain!  
The goblin axeman misses the militia captain!  
The goblin rossbowman misses the militia captain!  
The militia captain punches the goblin crossbowman in the right lower arm with her left hand and the injured part explodes into gore!  
An artery has been opened by the attack!  
The force bends the right elbow, tea ng apart the muscle and br sing the bone and earing apart the mus e and brui ng the bone!  
A ligament has been torn and a tendon has be torn!  
The goblin axeman charges at the militia captain!  
The goblin axeman collides with the militia captain!  
The goblin axeman is knocked over!  
The goblin axeman misses the militia captain!  
The goblin rossbowman misses the militia captain!  
The goblin maceman misses the militia captain!  
The militia captain punches the goblin crossbowman in the lower right back teeth with her le hand and the severed part sails off in an arc!  
The goblin lasher misses the militia captain!  
The goblin axeman misses the militia captain!  
The goblin maceman misses the militia captain!  
The goblin maceman charges at the militia captain!  
The goblin maceman collides with the militia captain!  
The goblin maceman is knocked over!  
The goblin crossbowman mis s the militia captain!  
Th goblin lasher misses the militia captain!  
The goblin maceman strikes the militia captain in the right lower leg wi i the pommel of her ({silver morningstar}), bruising the muscle!  
The force pulls the right knee, tearing apart th muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been bruised an a tendon as bee bruised!  
The militia captain falls over.  
The militia captain punches the goblin crossbowman in the le lower leg with her right hand, bruising the bone through the ({galva ula leather le ings}})!  
The force bends the left knee, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The goblin spearman misses the militia captain!  
Th goblin axeman misses the militia capta !  
The goblin crossbowman struggles in vain against the grip of the militia captain's right lower arm on The goblin crossbowman's ({milotic leather ho })).  
The litia captain punches the goblin crossbowman in the lower body with her left hand, but the attack is defle ed by the goblin crossbowman's ({«iron breastplate»}})!  
The goblin crossbowman misses the militia captain!  
The goblin lasher misses the militia captain!  
The goblin maceman misses the militia captain!  
The goblin axeman misses the militia captain!  
The militi captain punches the goblin crossbowman in the left upper leg with her left hand, bruising the bone through the x({solosis leather cloak})x!  
The force pulls the left hip, tearing apart the muscle and bruising e bone and tearing apart the muscle an bruising the bone!  
A ligament h been bruised and a ndon has b n bruised!  
The goblin spearman misses the militia capta !  
The goblin maceman misses the militia captain!  
The goblin axeman misses the militia captain!  
The militia captain punches the goblin axeman in the l er body with her right hand, but the attack is deflected by the goblin axeman's ({«iron breastplat }))!  
The goblin lasher misses the militia captain!  
The goblin spearman misses the militia captain!  
'Taupe' Nishlilar Itur tizash, militia captain: I've been injured badly. This leaves me so shaken.  
The goblin axeman misses the militia captain!  
The goblin maceman misses the militia captain!  
The militia captain punches the goblin axeman in the left cheek with her left hand, bruising the skin through the ({beak dog leather cloak}})!  
The force pulls the head, tearing apart the fat!  
The goblin spearman misses he militia captain!  
Th goblin axeman misses the militia captain!  
The goblin lasher misses the militia captain!  
Th goblin maceman misses the militia captain!  
The militia captain punches the goblin axeman in he right foot with her right hand, but the attack is deflected by the goblin axeman's ({iron high boot}})!  
The force bends the right ankle, tearing apart he muscl and bruising the bone and tearing apart the muscle and bruising the bone!

A ligament has been torn and a tendon has been torn!  
Th goblin axeman misses the militia captain!  
The goblin spearman misses the militia captain!  
The militia captain punches the goblin axeman in the upper body with her left hand, but the attack is deflected by the goblin axeman's ({{iron breastplate}})!  
Th goblin lasher attacks the militia capt n but She scrambles away!  
The goblin maceman misses the militia captain!  
The militia captain punches the goblin axeman in the left upper leg with he right hand, fracturing the bone through the ({{beak dog leather cloa }})!  
The force bends the left hip, tearing art the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The goblin axeman misses the militia captain!  
The goblin maceman misses the militia captain!  
The goblin axeman attacks the militia captain but She rolls away!  
The militi captain punches the goblin axeman in the right lower arm with her left hand, but the attack is deflected by the goblin axeman's ({{copper right gau let}})!  
The force bends the right elbow, tearing apart the muscle and bruisi ; the bone and tearing apart the muscl and bruising the bone!  
A ligament h been torn and a ten n has been orn!  
The goblin maceman attacks the militia capta but She scrambles away!  
'Taupe' Mislilar Itur Stizash, militia captain: I've been injured badly. This leaves me so shaken.  
The flying ({{iron arrow}}) misses the militia captain!  
The militia captain kicks the goblin spearman in the lower right back teeth with er left foot and the severed part sails off in an arc!  
The goblin spearman misses the militia captain!  
The militia captain punches the goblin spearman in the upper lip with her left hand and the inju d part collapses!  
The force twists the head, tearing apart the f  
The goblin axeman misses the militia captain!  
'Taupe' Mislilar Itur Stizash, militia captain: I have improved my fighting. That was very satisfying!  
The goblin spearman attacks the militia captain but She scrambles away!  
The goblin maceman misses the militia captain!  
The goblin axeman misses t militia captain!  
Th militia captain punches the goblin axeman in the right lower arm with her left hand, but the attack is deflected by the goblin axeman's ({{pper right gauntlet}})!  
The goblin lasher misses the militia captain!  
The goblin spearman misses the militia captain!  
The goblin maceman misses the militia ca ain!  
The goblin axeman misses the militia captain!  
The militia captain punches the goblin axeman in the tongue ith her left hand, bruising the left cheek's skin through the ({{beak do leather cl k}})!  
The force bends the head, tearing apart the fat!  
The goblin maceman misses the militia captain!  
The goblin lasher misses the militia captain!  
The goblin spearman attacks the militia captain but She rolls away!  
Th goblin axeman misses the militia capta !  
The militia captain punches the goblin axeman in the upper front teeth with her right hand and the severed part sails off in an arc!  
Th goblin maceman misses the militia captain!  
The blin spearman misses the militia captain!  
The goblin axeman misses the militia c tain!  
The goblin lasher misses the militia captain!  
The goblin axeman misses the militia captain!  
The militia captain punches the goblin axeman in the right upper leg with her left hand, bruising the bone through the ({{beak dog leather cloak}})!  
The force bends the right hip, tearing apart the muscle and bruising the bone and t ring apart the muscle and bruising the bone!  
A ligament has been bruised and a tendon has been bruised!  
The goblin maceman ttacks the militia captain but She scrambles away!  
The militia captain punches the goblin lasher in the lower lip with r left hand and the injured part colla es into a lump of gore!  
The force tw ts the head, tearing part the f !  
The goblin lasher misses the militia captain  
The militia captain punches the goblin lasher in the left lower leg with her right hand, bruising the bone through the ({{copper chain leggings}})!  
The force bends the left knee, tearing apart the muscl and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament as been torn and a tendon has been torn!  
'Taupe' Mislilar Itur Stizash, militia captain: I have improved my dodging. That was very satisfying!  
The goblin maceman mis s the militia captain!  
The militia captain scratches the goblin macem n the ngue, aring the left cheek through the x({joltik silk cloak})x!  
The force pulls the head, tearing apart the skin!  
The goblin lasher attacks the militia captain but She rolls away!  
'Taupe' Mislilar Itur Stizash, militia captain: I have improved my dodging. That was very satisfying!  
The militia captain scratc s the goblin maceman in the right cheek, te ing it through the x({mareep wool cloak})x!  
The force twists the head, tearing apart the skin and bruising the fat!  
Th goblin maceman misses the militia captain!  
The goblin spearman misses the militia captain!  
The militia captain punches the goblin spearman in the left lower leg with her right hand, bruising ie bone t ough t ({{iron chain leggings}})!  
The force bends the left knee, tearing apart the muscle and uising the

bone and tearing apart the muscle and bruising the bone!  
A gament has been torn and a tendon has been torn!  
The goblin maceman misses the militia captain!  
The goblin axeman misses the militia captain!  
The goblin lasher misses the militia captain!  
The goblin maceman misses the militia captain!  
Th goblin spearman misses the militia cap in!  
The goblin lasher misses the militia captain!  
The goblin maceman misses the militia captain!  
Th militia captain kicks the goblin maceman in the right ear with her left oot and the injured part collapses into a lump of gore!  
The force bends the head, tearing apar the fat and tearing apart the upper spine's nervous tissue!  
A tendon in the upper spine has been torn!  
The goblin axeman misses the militia captain!  
The goblin maceman misses the militia captain!  
`Taupe' Mlshlilar Itur Stizash, militia captain has left the martial trance.  
The goblin spearman attacks the militia captain but She scrambles away!  
The goblin maceman isses the militia captain!  
The goblin lasher lashes the militia captain in the left upper arm w h his ({{silver whip}}), bruising the fa  
The goblin m eman misses the mili a captain!  
The militia captain bites the goblin axeman the right upper arm, bruising the muscle through the x({beak dog leather cloak})x!  
The militia captain latches on firmly!  
The goblin axeman strikes the militia captain in the l t hand with his ({{iron shield}}), bruising the fat!  
The militi captain shakes the goblin axeman around by the right upper arm, tearing apart the right upper arm's muscle and bruising the bone and tearing apart the right shoulder's muscle and bruising the bone!  
An artery in the right pper arm has been opened by the attack, many nerves have been severed and a tendon has been n!  
A ligament in the right shoulder has been torn and a t don has been torn!  
The militia captain scratches the goblin axeman in the third finger, right hand, but the attack is deflected by the goblin axeman's ({{copper right gauntlet}})!  
The force bends the right nd, tearing apart the fat and tearing apart th right wrist's muscle and bruising the bone!  
A ligament in the right wrist has been torn and a tendon has been torn!  
Th goblin lasher lashes the militia captain in the left lower leg with his ({{silver whip}}), bruising the fat!  
The goblin maceman bashes the militia captain in the right upper leg with her ({{silver morningstar}}), ch ping the one!  
An artery has been opened by the attack and a ndon has een torn!  
The force twists the right hip, tearing apart the muscle and ruising the bone and tearing apart the muscle and bruising the bone!  
A gament has been bruised and a tendon has been bruised!  
The goblin maceman misses the militia captain!  
The goblin axeman misses the militia captain!  
The goblin spearman stabs the militia captain in the left upper leg with his ({{copper spear}}), tearing the muscle!  
Th goblin maceman bashes the militia capt n in the right lower leg with her ({{silver morningstar}}), tearing the skin!  
The ({{silver morningstar}}) has lodged firmly in the wound!  
Th goblin axeman misses the militia captain!  
The blin maceman pulls on the embedded ({{silver morningstar}}).  
The goblin maceman gains possession of he ({{silver morningstar}}).  
The goblin spearman stabs the militia captain in the right lower arm with his ({{copper spear}}), tearing the fat!  
The ({{copper spear}}) has lodged firmly in the wound!  
The militia captain punches the goblin axeman in the left upper leg with her right hand, bruising the bone through the X({beak dog leather cloak})X!  
The force pulls the left hip, tearing apart the muscle and tearing apart the muscle!  
The goblin lasher lashes the militia captain in the head with his ({{silver whip}}), bruising the muscle jamming the skull through e brain and tearing e brain!  
The militia captain has been knocked unconscl us!  
`Taupe' Mlshlilar Itur Stizash, Axe Lord has been found dead.

Ducim Keskalkithin, Wrestler	Kill various
Urist Likotirtir, Wrestler	Store Item in Bin
Bim Kadolsezuk, Wrestler	Pickup Equipment
Kadol Dastotisak, Wrestler	Drink
Lo am Therlethvucar, Axedwarf	Pickup Equipment
Dishmab Rigöthäs, Axedwarf	Pickup Equipment
Zinga Mgirasipkat, lady consort	Store Item in Stockpile
Ri ar Gusiluthmik, Axedwarf	Store Item in Bin
`Mlop ' Fikodar, captain of the guard	Store Item in Bin
`Zefermcdwarfpants' üshrirog, militia ptain	Store Item in Bin
Astesh Kidetlokum, mayor	Store Item in Bin
Papos Rarsesoxa, Human Swordsman	Pickup Equipment
Kom Aláseñid, Human Swordsman	Store Item in Bin
Doren Mörulbmrek, Swordsdwarf	Pickup Equipment
`Beirus' Zanegidath, champion	Kill various
Imo Strank e, Human Swordmaster	Store Item in Stockpile
Datan Adilmasos, militia commander	Store Item in Stockpile
Kadol Kinid, Maced rrf	Store Item in Bin
Onol Vucarrinal, Maceddwarf	Pickup Equipment
èzum Usenkivish, Maceddwarf	Pickup Equipment
Zulban Durfi d, Maceddwarf	Pickup Equipment
Urvad Ässtukos, Maceddwarf	Store Item n Bin
Laspar Tacnubel, Human Maceman	Store Item in Bin
İlesik Meteem, Human Bowman	Pickup Equipment
İlac Ukoramil, Elf Lasher	Kill various

You'd think when I give orders to fight, there would be immediate dispatching. However.





Damn it, Charizard, what are you doing?



And then a human swordmaster is displeased with the human brainwashing and it's all over.

[Spoiler: Complete Death](#) (click to show/hide)

The human Swordmaster slashes the goblin axeman in the left hand with his `≡adamantine short sword≡` and the severed part sails off in an arc!  
The goblin lasher attacks the human Swordmaster but He jumps away!  
The human Swordmaster stabs the goblin axeman in the right upper arm with his `≡adamantine short sword≡` and the severed part sails off in an arc!  
The goblin axeman misses the human Swordmaster!  
The goblin axeman attacks the human Swordmaster but He jumps away!  
The human Swordmaster stabs the goblin axeman in the right foot with his `≡adamantine short sword≡` and the severed part sails off in an arc!  
The goblin lasher misses the human Swordmaster!  
The goblin axeman misses the human Swordmaster!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster jumps away from The flying (`{iron arrow}`)!  
The goblin lasher strikes at the human Swordmaster but the shot is deftly parried by the `≡adamantine short sword≡`!  
The goblin axeman misses the human Swordmaster!  
The human Swordmaster scratches the goblin lasher in the head, bruising the fat through the `x({joltik silk hood})x`!  
The force pulls the neck, tearing apart the fat!  
The goblin axeman misses the human Swordmaster!  
The goblin lasher attacks the human Swordmaster but He jumps away!  
The goblin spearman attacks the human Swordmaster but He jumps away!  
The goblin lasher misses the human Swordmaster!  
The goblin axeman misses the human Swordmaster!  
The human Swordmaster stabs the goblin axeman in the right lower leg with his `≡adamantine short sword≡`, fracturing the bone through the `x({iron chain leggings})x`!  
An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!  
The force twists the right knee, tearing apart the muscle and tearing apart the muscle!  
The human Swordmaster punches the goblin lasher in the mouth with his left hand, bruising the left cheek's skin through the (`{ilvantu silk cloak}`)!  
The force twists the head, tearing apart the fat!  
The goblin lasher strikes at the human Swordmaster but the shot is easily deflected by the `≡adamantine short sword≡`!  
The goblin spearman attacks the human Swordmaster but He jumps away!  
The human Swordmaster punches the goblin spearman in the head with his left hand, bruising the skin through the (`{troll fur hood}`)!  
The force twists the neck, tearing apart the fat and bruising the upper spine's nervous tissue!  
A tendon in the upper spine has been bruised!  
The goblin spearman misses the human Swordmaster!  
The goblin lasher attacks the human Swordmaster but He jumps away!  
The human Swordmaster stabs the goblin lasher in the upper body with his `≡adamantine short sword≡`, tearing the muscle and shattering the right true ribs through the `x({galvantula silk cloak})x`!  
A tendon in the right true ribs has been torn!  
The flying (`{iron arrow}`) strikes the human Swordmaster in the right upper arm, bruising the muscle through the (`large bronze mail shirt`)!  
The force bends the right shoulder!  
The goblin spearman misses the human Swordmaster!  
The goblin lasher strikes at the human Swordmaster but the shot is deftly parried by the `≡adamantine short sword≡`!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster strikes the goblin lasher in the tongue with the pommel of his `≡adamantine short sword≡`, bruising the left cheek's skin through the `x({galvantula silk cloak})`  
The force bends the head, tearing apart the fat!  
The goblin spearman misses the human Swordmaster!  
The goblin lasher misses the human Swordmaster!  
The human Swordmaster strikes the goblin lasher in the right ear with the pommel of his `≡adamantine short sword≡` and the injured part is crushed!  
The force twists the head, tearing apart the fat!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster slashes the goblin lasher in the right foot with his `≡adamantine short sword≡` and the severed part sails off in an arc!  
The goblin lasher attacks the human Swordmaster but He jumps away!  
The human Swordmaster slashes the goblin lasher in the lower left back teeth with his `≡adamantine short sword≡` and the severed part sails off in an arc!  
The goblin lasher misses the human Swordmaster!  
The human Swordmaster slashes the goblin lasher in the right hand with his `≡adamantine short sword≡`, tearing apart the muscle through the `x({copper gauntlet})x`!  
An artery has been opened by the attack!  
The `≡adamantine short sword≡` has lodged firmly in the wound!  
The goblin lasher misses the human Swordmaster!  
The human Swordmaster pulls on the embedded `≡adamantine short sword≡`.  
The human Swordmaster gains possession of the `≡adamantine short sword≡`.  
The human Swordmaster strikes the goblin lasher in the mouth with the pommel of his `≡adamantine short sword≡`, bruising the left cheek's skin through the `X({galvantula silk cloak})X`!  
The force twists the head, bruising the fat!  
The goblin lasher misses the human Swordmaster!  
The human Swordmaster stabs the goblin lasher in the upper body with his `≡adamantine short sword≡`, tearing apart the muscle and tearing apart the right lung through the `XX({galvantula silk cloak})XX`!  
The goblin lasher is having trouble breathing!  
The `≡adamantine short sword≡` has lodged firmly in the wound!  
The human Swordmaster pulls on the embedded `≡adamantine short sword≡`.  
The human Swordmaster gains possession of the `≡adamantine short sword≡`.  
The human Swordmaster stabs the goblin lasher in the head with his

≡adamantine short sword≡ and the severed part sails off in n arc!  
The human Swordmaster jumps away from The flying ({{iron arrow}})!  
The human Swordmaster slashes the goblin spearman in the left upper leg with his ≡adamantine short sword≡ and the severed part sails off in an arc!  
The goblin spearman misses the human Swordmaster!  
Th human Swordmaster strikes the goblin s arman in the left eye with the pommel of his ≡adamantine short sword≡ and the injured part explodes into gore!  
Th forc pulls the head, tearing apart the skin!  
The blin spearman misses the human Swordmaster!  
The human Swordmaster slashes the gobl spearman in the right lower arm with his ≡adamantine short sword≡ and the severed part sails off in an arc!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster slashes the goblin spearman in the right lower leg with his ≡adamantine short sword≡ and the severed part sails off in an arc!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster kicks the goblin spearman in the left cheek with his left foot, bruising the skin through the X({pidgeot leather cloa })X!  
The force pulls the head, tearing ap t the fat and tearing apart the upper spine's nervous tissue!  
A tendon in the upper spine has been torn!  
The goblin spearman misses the human Swordmaster!  
The human Swordmaster slashes the goblin spearman in the left hand with his ≡adamantine short sword≡ and the severed part sail off in an arc!  
The goblin spearman misses the human Swordmaster!  
The human ordmaster bites the goblin spearman in the lower body, but the attack is deflected by the goblin spearman's X({iron chain leggings})X!  
The human Swordmaster tches on firmly!  
The goblin spearman misses the human Swordmast  
The human Swordmaster shakes the goblin spearman aroun by the lower body, tearing apart the lower body's fat and tearing apart the lower spine's nervous tissue!  
A tendon in the lower spine has been torn!  
The human Swordmaster shakes the goblin spearman aroun by the lower body, tearing apart the lo r body's fat and tearing apart the lower sp e's nervous tissue!  
A tendon in the lower spine has been torn!  
Th human Swordmaster shakes the goblin spearman around by the lower body, tearing apart the lower body's fat and tea ng apart the lower spine's nervous tissue!  
A tendon in the lower spine ha been tor  
The human Swordmaster bats The flying ({{iron a ow}}) out f the air with the ≡adamantine short sword≡!  
The human Swordmaster stabs the goblin bowman in the left per leg with his ≡adamantine short sword≡, fracturing the bone through the x({wynaut leather cloak})x!  
A tendon has been torn!  
The force bends the left hip!  
The human Swordmaster slashes the goblin bowman in the head with his ≡a mantine short sword≡ and the severed p t sails off in an arc!

This calls for a celebratory engraving in the Master-Ball!

The Constructs of Kin

is an image of Glitteredplay the furret and two billion one hundred forty-seven million four hundred eighty-three thousand six hundred forty-seven dwarves. Glitteredplay is massacring the two billion one hundred forty-seven million four hundred eighty-three thousand six hundred forty-seven dwarves. The two billion one hundred forty-seven million four hundred eighty-three thousand six hundred forty-seven dwarves are screaming. Glitteredplay is devouring the two billion one hundred forty-seven million four hundred eighty-three thousand six hundred forty-seven dwarves.

Winter, Moonstone 6

OH COME THE FUCK ON

Urist Besmarakgos, Engraver has transformed into a werebison!

While the military fucks around getting their equipment 5 feet away, a Litten, Litwick and Mamoswine team up to attack the werebison.

The Stray war Litten (Tame) has been found dead.

Though at a sacrifice. Sorry, Shidoni. :(

‘TheImmortalRyukan’ Umāmkilrud, Hammerdwarf has been found ead.

Good job Ryukan on actually attacking, but you got bitten so you had to die. I redorfed you, though!

Urist Besmarakgos, Werebison Engraver has bled to death.

Hell yeah!

Spoiler: Werebison battle (click to show/hide)



Unfortunately I got lazy about the ten pages of bruising the fat so I had to quit and later when I loaded up the state, it was erased. However, one good moment was salvaged.

The champion bites the werebison engraver in the upper body, tearing the fat!  
The champion latches on firmly!  
The champion is caught up in he web!  
The champion falls over.  
The champion is caught in a burst of galvantula n/a!

Beirus in a stroke of brilliant irony getting messed up by Galvantula n/a.

Also, we sealed up all underground entrances. Demons can't get in (as long as they don't suddenly discover that I'm mining magma squares to subsequently block off with forges).

Winter, Moonstone 24

Oh.

Fluffe9911 Unibungöb, Blacksmith

Oh.



Ohh.

...

How did you get in there!?

I checked, and nope; no way in. Fluffe must have been the poor sap to have boarded up the last underground exit and foolishly boarded it up the wrong way and tried to hide in the Gulpin tomb. Whoops.

Redorfed.

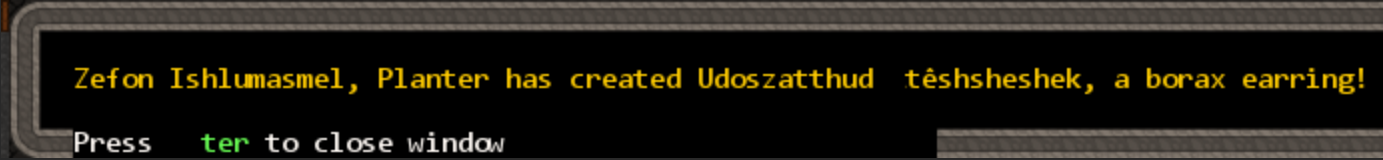
Winter, Moonstone 27

Zefon Ishlumasmel, Planter has been possessed!

Damn; that means no stat boost. Ah well.

They take a piece of borax and some nickel bars. This ought to be an amazing creation that will shake the very core of Dwarvenkind.

Winter, Onyx 5



This is a borax earring. All crafts dwarfship is of the highest quality. This object menaces with spikes of borax and nickel.

Well, at least they didn't waste my adamantine with it.

Winter, Onyx 25

SHIT



Fungigsined, Flare Specter  
(pig tail trousers)  
(joltik silk dress)  
(galvantula silk coat)  
(pig tail cloak)  
(fearow leather cap)  
(pignite leather hood)  
(pig tail left glove)  
(galvantula silk left mitten)  
(pig tail right glove)  
(galvantula silk right mitten)  
(mareep wool sock)  
(pig tail shoe)  
(mareep wool sock)  
(pig tail shoe)  
xZutthan Koganmishos's corpsex  
Smoke  
Zutthan Boatsbeached's dwarf boiling blood  
granite Cavern Floor

WHY THE FUCK DO YOU THINK I PUT IN WORK ORDERS FOR ANVILS YET YOU *NEVER MADE THEM* GOD DAMMIT YOU IDIOTS LEFT AN OPENING WE GOTTA RETREAT

The dwarves su ended the construction of Wall.

Olon Alâththosbut, Carpenter  
Kadol Kinid, Furnace Operator  
Kothvir Pebutup, law-giver  
Unib Asrereral, Miner  
Wall  
granite Cavern Floor

Having dwarven pride is a lot like American pride. You shout how proud you are to be one, until you realize that the vast majority of them are complete and utter dumbasses.

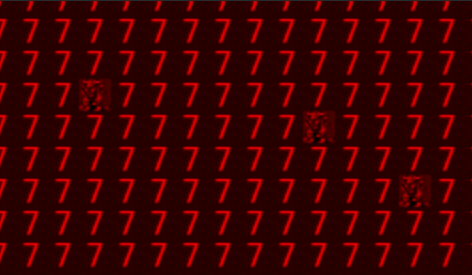
After a couple of days of these idiots standing their with their thumbs jammed up their asses wondering why I want them to build a wall to save their goddamn lives because they want to use the granite right next to the murderous demons rather than the granite two inches away from them, the underground is sealed up once a-fucking-gain.



Sigh. I took so damn long to build those Magma Forges and Smelters because it takes forever to get down to the underground and those demons just fucked it all in the ass. And worst of all, they're Flare Specters, so like the one that found it fine to just sit on his ass forever and wait until we suicide rushed him which we can not do because he's covered in goddamn fire, there's four of them.

*Four of them.*

Winter, Obsidian 5



Eventually the Flare Specters fuck off so I can try to plug up the holes again (this time first making the anvils I need in the first place). Wish me luck!

Winter, Obsidian 7

Olon Alâ thosbut, Carpenter cancels Forge iron Anvil: ll ds 3 iron bars.

Seriously?

And no ore to smelt into iron, so I have to find some iron things we can melt, notably iron weapons and iron large armors.

Winter, Obsidian 24

Finally, I can start work and reclaim the underground!... Again.

Spring

Spring's arrived, turn over. Next is FirePhoenix11 or if anyone steps up to play.  
http://dffd.bay12games.com/file.php?id=13007

Notes to future overseers:  
-Dwarves refuse to mine at anything under top #1 priority. Not sure why, but if you want to scope out the problem, be my guest. It's probably because there's an inaccessible mining tile somewhere at priority 2.  
-We have three prisoners, I completely stripped them so feel free to torture them however you'd like.  
-Other than the demons, we're in a pretty big nest egg, so with some encouragement, feel free to go a bit daring.

Pokemon List (<https://docs.google.com/document/d/1cyPPbAQqDYEv9GJ6e7fd00OK5-pJH3zmvAbB64wF4ro/edit>)

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Glass** on **July 12, 2017, 09:14:06 pm**

Quote from: engraving  
two billion one hundred forty-seven million four hundred eighty-three thousand six hundred forty-seven dwarves  
What.

How did it decide on so specific a number?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **July 12, 2017, 09:51:53 pm**

I'm kind of disappointed I don't have a title, but also glad because it seems like everything that earns a title dies shortly after.

Also, my bite totally would have turned the werebison back into a dwarf if my beard was whole. Damn upper lip missing.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **July 13, 2017, 07:06:50 pm**

Specific number  
Spoiler (click to show/hide)



**'TheImmortalRyukan' Umāmkilrud, Hammerdwarf has been found ead.**

Hey **Cole** it seems you miss this update (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7486944#msg7486944>) on the front page... 2.5? may.. maybe?.

Also my depression came back so there will not be pictures on the new overseer's first update... sorry.  
Uh... here's some old art remakes (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7499722#msg7499722>).

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **July 13, 2017, 08:25:55 pm**



Hey Nopal, any chance I could request a drawing of me biting the werebisonbouffalant?

Whenever you happen to feel up to it, of course. Best of luck recovering.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **July 13, 2017, 08:46:17 pm**

Quote from: Nopal on July 13, 2017, 07:06:50 pm

Also my depression came back so there will not be pictures on the new overseer's first update... sorry.  
Uh... here's some old art remakes (<http://www.bay12forums.com/smf/index.php?topic=163856.msg7499722#msg7499722>).[/size]

Aw, sorry to hear that Nopal! All the best in getting through, I know how much it can suck.

And no need to apologize for not drawing for the next overseer, you've done a wonderful job of giving fort character already. Take as long as you need.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Shidoni** on **July 15, 2017, 12:55:38 pm**

Quote from: RedMageCole on July 12, 2017, 09:05:31 pm

Sorry, Shidoni. :(

S/he died defending the fort from a random threat that popped up with no warning. What more can a non-military dwarf's companion hope for?

I'm sure as heck not selecting one of the Tauros for a new one, though. :-P

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **FirePhoenix11** on **July 21, 2017, 07:34:04 pm**

(I wasn't getting notifications again, do they stop if you don't post constantly?)

Quote from: RedMageCole on July 12, 2017, 09:05:31 pm

Spring's arrived, turn over. Next is FirePhoenix11 or if anyone steps up to play.

Sorry, I'm rather busy right now and can't do a turn.  
~~A professor must tend to his work.~~

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **July 21, 2017, 11:08:02 pm**

I could do the turn, but I'm a bit busier now than during my first turn, so expect a very long year if I do take it.

If anybody else steps up I'll let them take it, otherwise I'll take it in a few days maybe.

EDIT: Actually, looks like I'll be even busier than I expected, and won't be able to do much DF for at least a week. Somebody else feel free.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **July 24, 2017, 09:47:41 pm**

Quote from: Beirus on July 13, 2017, 08:25:55 pm

Hey Nopal, any chance I could request a drawing of me biting the werebisonbouffalant?

Sorry for the delay  
[Spoiler](#) (click to show/hide)



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zefermcdwarfpants** on **July 25, 2017, 08:10:11 am**

10/10

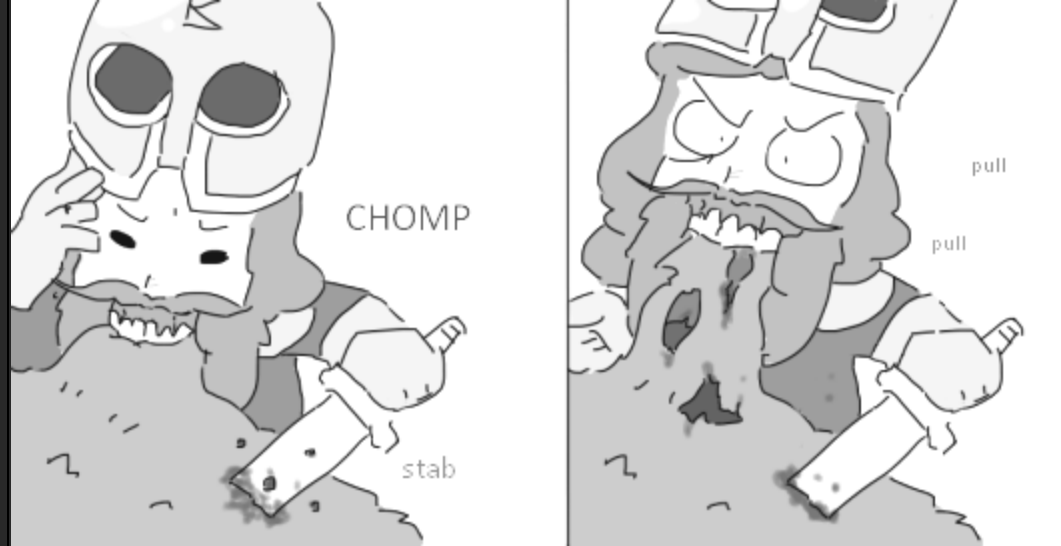
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **July 25, 2017, 01:50:29 pm**

Quote from: Nopal on July 24, 2017, 09:47:41 pm

Quote from: Beirus on July 13, 2017, 08:25:55 pm

Hey Nopal, any chance I could request a drawing of me biting the werebisonbouffalant?

Sorry for the delay  
[Spoiler](#) (click to show/hide)



Thanks Nopal, I'll keep in it my Awesome Dwarf Fortress Moments folder.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 01, 2017, 10:28:01 am**

Well I got a day off and it doesn't look like anybody else is taking the save, so I'm taking it now. Fair warning, you might want to expect a long turn.

I will do seasonal updates this time rather than the year-long mess I posted last time though.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 01, 2017, 06:42:14 pm**

Well, I'm back in charge, after a whale of a year. Things could be better - I was kicked off of my throne, nearly died in a firestorm, and to top if off there are demons running amok in my beautiful Gulpin tomb. And those ungrateful beggars killed my pet necromancer! Without him we have to train the old-fashioned way, and it's much harder to find an excuse to kill the annoying bards in the tavern.

Still, if anybody can right this mess, it's me - Paddywagon Man, rightful Baroness (through threats of violence) of Pocketball.

I start by taking stock of our situation.



Things seem a lot more stable than at the beginning of my first reign, demons or no. We've got plenty of food and booze, and the demons are contained for a moment. Still... I might need to do something about my equipment orders.





The last overseer ordered me to only wear adamantine armour. And I appreciate it, I really do - some unbreakable metal between me and those demons certainly couldn't hurt. But telling me to wear adamantine armour isn't the same as telling the rest of the militia to set some aside for me.

So I'm training mostly naked and covered in sweat. I can feel the other soldiers ogling me. For Armok's sake, this isn't dignified at all! Our famed military has turned into the cast of a low-budget porno!

I run off, a little embarrassed, to put on some copper armour while I wait for more adamantine to be smelted.

Still, while wardrobe malfunctions are one thing, the fight against the demons takes precedence. It's time to turn my efforts that way. I'm really quite impressed with my predecessor's handling of the demon invasion - we've got them fully contained and have taken back most of our lost territory. But I'm not content with containment - I want to make them bleed.



I locate the two best places to set an ambush and count our assets. We have five Galvantulas - by protecting them with fortifications, we can adequately cover both ambush points while still keeping a breeding pair back in case of disaster. I order digging and construction to commence, though it will likely be some time before the trap is sprung. To hurry things along I draft a good number of out-of-work dwarves as emergency mechanics.

The beginning of my second reign is heralded by an old friend coming by to visit.

→Thief! Protect the hoard from skulking filth!

Stungin! How ya doing?

The little dear has come by again to check up on us. I wish I spoke his language, so I could tell him about what a tumultuous year we've had. Because I know that, no matter what befalls the dwarves of Pocketball, Stungin will always be there to tell the world about our rise and fall.

Although, somewhat oddly, he seems to be covered in my blood. It's a little unnerving.

Stungin, Kobold Thief  
"Stungin"  
  
<<large silver dagger>>, Multigrasp  
<<small galvantula silk loincloth>>, Lower body  
<<small joltik silk tunic>>, Upper body  
coating of 'Paddywagon Man' Twinkleattics the Golden  
coating of 'Paddywagon Man' Twinkleattics the Golden

Stungin leaves as quickly as he came. I'll miss him, the adorable rascal.

Meanwhile on the dwarven smut network: Vixen Noblewomen of Pocketball!

→The lady consort bites the Ex-Baroness in the nose, lightly tapping the target!

At least I'm not naked anymore. This has been a very demeaning start to the year.

I decide that if I'm going to be overseeing the fortress, the ungrateful louts had better know it. I need a title! I go to Mayor Astesh to talk about having me re-instated as baroness.

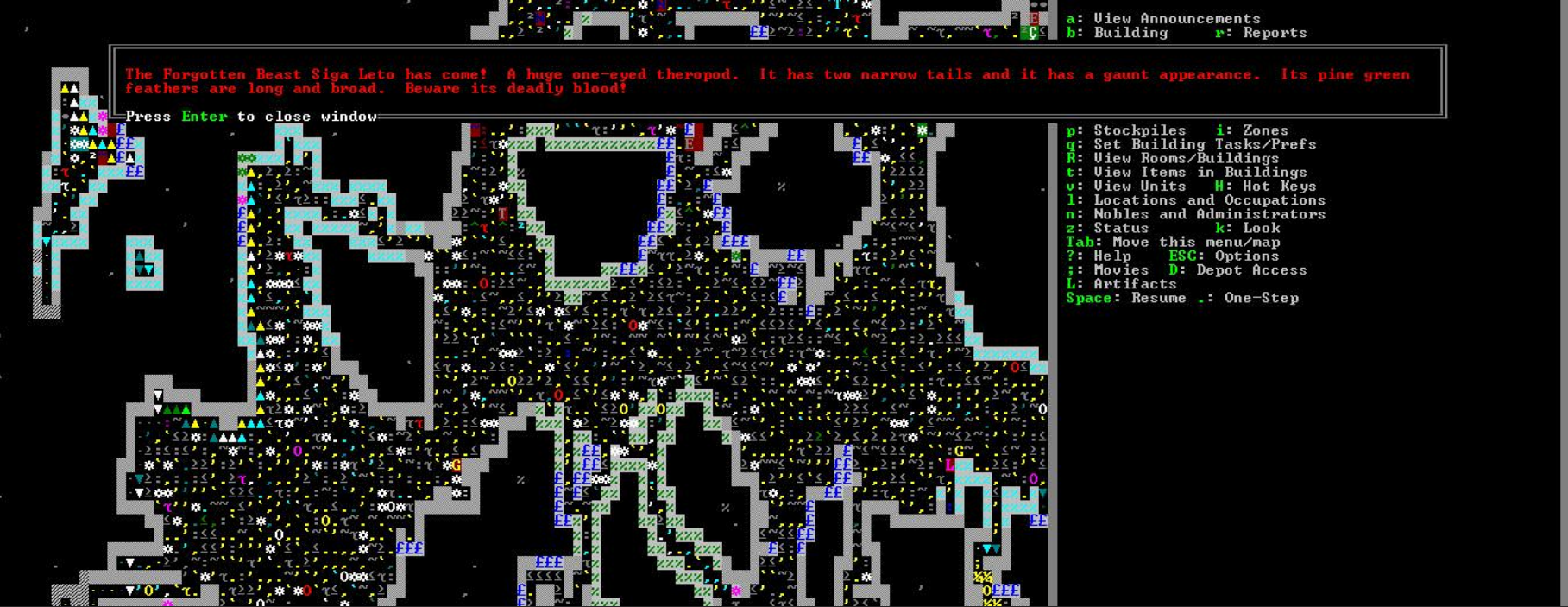
He hums and hahs for a bit, explaining that appointments to the nobility are beyond his power as an elected official, and that because of a bookkeeping error I'm legally dead. It's clear I'm not going to get much out of Mayor Astesh. But running roughshod all over democracy is the mandate of nobility, is it not?

So look at me, Astesh.

Choose the mayor of Rëtbiban  
  
Leave Vacant  
'Paddywagon Man' Rigòthadil, Ex-Baroness  
  
Competent Persuader  
Skilled Negotiator  
Novice Judge of Intent  
Adequate Liar

I'm the mayor now.

(It isn't baroness but I'll take what I can get)





The next piece of excitement is the invasion of a forgotten beast into our caverns. A year ago this would have been momentous and terrifying. But now Siga Leto shares the caverns with creatures far more ancient and fearsome.

With a roar of challenge, a Flare Spectre named Spitfroth corners him and begins spitting flames.



The battle is one-sided, the Flare Spectre mercilessly burning and pummeling the Forgotten Beast until nothing remains but blood and ash.

This somewhat galvanizes my efforts to strike back against the demons. I angrily order the first of the two traps sprung.



An incompetent surgeon is sent to tear down the wall separating the demons from the centre of the fort. A Galvantula has been set up in a tiny fortress, traps all about. A door and drawbridge have been set up farther down the corridor to hold back the onrushing demons should the traps fail.

FirePhoenix11 himself pulls the lever to seal poor Asob in the trap corridor. The fortress, minus Asob, is safe. Now let's see how effective the traps are.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 01, 2017, 08:36:18 pm**

-I've heard that *The Gulpin Tomb* is cursed and if you remove the walls around a lot of dwarves will happily run in to the deeps to kill themselves.  
Nice update! Glad this still alive.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 03, 2017, 10:02:30 pm**

Good news and bad news as my reign continues into the second month.

The bad news is that the trap corridor was a pretty dramatic failure.



The Galvantula webbed them like planned, but I didn't account for the gouts of flame coming from the Flare Spectres. The scorching deluge melted most of the weapons in the traps, causing them to deconstruct, and killed the Galvantula as well.

We killed one Flare Spectre and one Brute of Waste, and caged a Snail Fiend and a Boiling Banshee. 4 demons down at the cost of a galvantula, the aesthetics of our main fortress level, and a whole pile of weapons. Oh, and Asob, who was cut into 6 pieces by one of our own traps

Snail Fiend	Underworld <Caged>
Taremshistsak Nökordushig, Flare Specter	Underworld
Flare Specter	Underworld
Figuleknar, Flare Specter	Underworld
ðstobgulgun, Flare Specter	Underworld
Amaltozör Idek Idgag, Scorpionfly Fiend	Underworld
Shasadthebil Lur Esar, Scorpionfly Fiend	Underworld
Igestfevil Ammeshos, Scorpionfly Fiend	Underworld
Boiling Devil	Underworld
Boiling Banshee	Underworld <Caged>

Still, failure is just another word for earning experience. A round of adamantite battleaxes has been ordered - rather than a stack of low-grade copper weapons, the new round of weapon traps will each feature a single unmeltable blade. Digging for the second trap has begun, and I've prepared a second surprise - A large chunk of rock to be dropped through the ceiling and crush the demons as they flood the corridor.



The good news is - two new Mimikyu!

Stray Mimikyu <Tame>	Tame <Caged>
Stray Herdier <Tame>	Tame <Caged>
Stray Unfezant <Tame>	Tame <Caged>
Stray Magnemite <Tame>	Tame <Caged>
Stray Pidgeot <Tame>	Tame <Caged>
Stray Mimikyu <Trained>	Tame <Caged>

The elves brought one, and we trapped a second. Redmagecole, consider this your thanks for the fine job in guiding the fortress through the demon incursion.

Also on the elven caravan was that most rare of Pokemon, a Larvitar. It will take a long time to grow, but I can see its potential already. Truly a war beast fit for a king.

I turn myself towards the running of the fortress as the elves make their way back to their forests.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **August 04, 2017, 01:12:18 pm**

Can I get dibs on that Larvitar?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **August 04, 2017, 05:46:48 pm**

\*lays down\*

Very stressful times for me, indeed. But just knowing I have two Mimikyu to get through it makes me a little happier. Thank you, Paddywagon Man.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 05, 2017, 12:03:00 am**

okay, shock update with big news - Queen arrived! We're the mountainhome!

Your ruler has arrived with a full entourage. You are now a Mountainhome.

And looks like Baroness Paddywagon Man was already of royal blood! I feel so justified in all my actions!

Ingish Zimeshkeskal, king consort	Husband
Athel Lamzasit, Siege Operator	Eldest Daughter
Kikrost Tosidasiz	Second Eldest Daughter
Tirist Zasitasteb	Third Eldest Daughter
'Paddywagon Man' Shetbêthendok Limulshoduk Unos, S	Youngest Daughter
Mishos	Deity

(Not joking, old Paddywagon Man is the youngest daughter of the queen! I love this narrative, and it happened entirely by chance, but the presence of new Paddywagon Man confuses things so much. Especially because new Paddywagon Man is... actually a man.)

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 05, 2017, 12:42:18 pm**

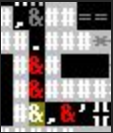
Right on cue with the arrival of the queen, our moody mason finishes his artifact. It's a table, and a magnificent one. Clearly this is a gift from Armok for our royalty. I mean, hanging rings of human bone! Badass!

Storluteshim Lălstul, "Dimplefree the Blanketed Maw", a granite table

This is a granite table. All crafts dwarfship is of the highest quality. This object is adorned with hanging rings of human bone and menaces with spikes of granite and green tourmaline. On the item is an image of a single cut gem in granite. On the item is an image of a gizzard stone in white chalcedony. On the item is an image of Counselladflayer the raw adamantine earring in iron. On the item is an image of two celebi in mareep wool.

I'm still reeling a little from the queen's arrival as I go back to my tasks. It's all such a shock! On the one hand I'm a little peeved... it's hard to really consider myself the leader of Pocketball anymore. I'm just a steward under the Queen's watchful eye. I do sort of miss the absolute autonomy - if it hadn't been for a complete lack of oversight, how would I have justified the expenditure of gold and nickel required for my tomb?

But at the same time, it'll be nice to see mom and dad again. I'll make a point of giving them an official welcome in a moment - right now we've got demons to squish. The bastards were nice enough to crowd the corridor, unaware of the crushing doom awaiting them!



The final support is stripped away, and tons of rock descend on the demons, re-sealing the corridor and killing six demons, including both of the Scorpionfly Fiends. Those were always the biggest threat, and the main reason I was unwilling to send our soldiers against the demon horde. And to top it off they were immune to the sticky webs of the Galvantulas, so having them out of the way solves a lot of problems.

The area right around the crush zone is sandblasted with dust and gravel. Some of it mixes with the pools of molten metal, creating some truly bizarre sights.



silver laced with rock salt  
copper laced with rock salt  
copper laced with rock salt

Anyone for a salted copper?

In sadder news, our manager did not survive the cave-in. There was a bit of an oversight on my part, causing the quantum-stockpiled body parts and refuse in the dump to fall along with the rock. Poor Tekkud was gruesomely crushed and battered to death by a wave of death and decay.

The herdier left rear paw strikes the manager in the neck, bruising the muscle through the \*marill leather cloak\*!  
The hakamo-o horn horn strikes the manager in the head, bruising the muscle through the (mareep wool hood)!  
The force twists the neck, tearing apart the skin!  
The hakamo-o mangled skull strikes the manager in the left upper arm, bruising the bone through the \*marill leather cloak\*!  
The force twists the left shoulder, bruising the muscle and bruising the muscle!  
The hakamo-o mangled scale strikes the manager in the left lower leg, bruising the muscle through the x(galvantula silk trousers)x!  
The force twists the left knee, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been bruised and a tendon has been bruised!  
The hakamo-o mangled bone [21] strikes the manager in the left lower leg, fracturing the bone through the x(galvantula silk trousers)x!  
The force twists the left knee and the part splits in gore!  
A ligament has been torn and a tendon has been torn!  
The human bowman corpse partial skeleton strikes the manager in the right lower leg, jamming the bone through the right knee's muscle and shattering the right knee's bone!  
The force twists the right knee, shattering the bone and shattering the bone!  
A ligament has been torn and a tendon has been torn!  
The human bowman corpse head strikes the manager in the upper body, bruising the muscle and tearing apart the middle spine's nervous tissue through the \*marill leather cloak\*!  
The Ropesumost's hoof [4] strikes the manager in the left upper leg and the injured part explodes into gore!  
An artery has been opened by the attack!  
The force pulls the left hip, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The Ropesumost's mangled hair strikes the manager in the upper body and the injured part is crushed!  
→An artery has been opened by the attack!

Several demons still remain on this level, and will have to be killed if we are going to reclaim the trap corridor. There are still a good number of unmelted weapons there, and the two trapped demons, which I plan to put on display as a testimony of our strength. Digging begins again, a much larger project this time. My new plan, rather than revolving around galvantulas and traps, is a bit more sporting. I plan to chain up a good number of Probopass (they're made of steel, and can take a lot of punishment) to distract the demons while our marksdwarves fire at them from cover. I also set the superfluous training catapults to good use - I'll turn them around, carve some fortifications, and pelt the demons with stones from our stockpile.

While digging begins on that, I also turn towards making a proper welcome for our queen, her husband, and her mighty royal guards.

Oh, and the outpost liaison. He seems pretty useless but is still demanding a throne room.

Ustuth Giginmosus, outpost liaison  
"Ustuth Flewroom"  
Outpost Liaison, ♂

New Arrival  
Dabbling Discipline  
Novice Cheese Maker (Rusty)  
Novice Cook (Rusty)  
Novice Herbalist (Rusty)  
Adequate Wound Dresser (Rusty)  
Adequate Bone Doctor (Rusty)  
Novice Persuader  
Novice Negotiator  
Novice Judge of Intent  
Novice Intimidator

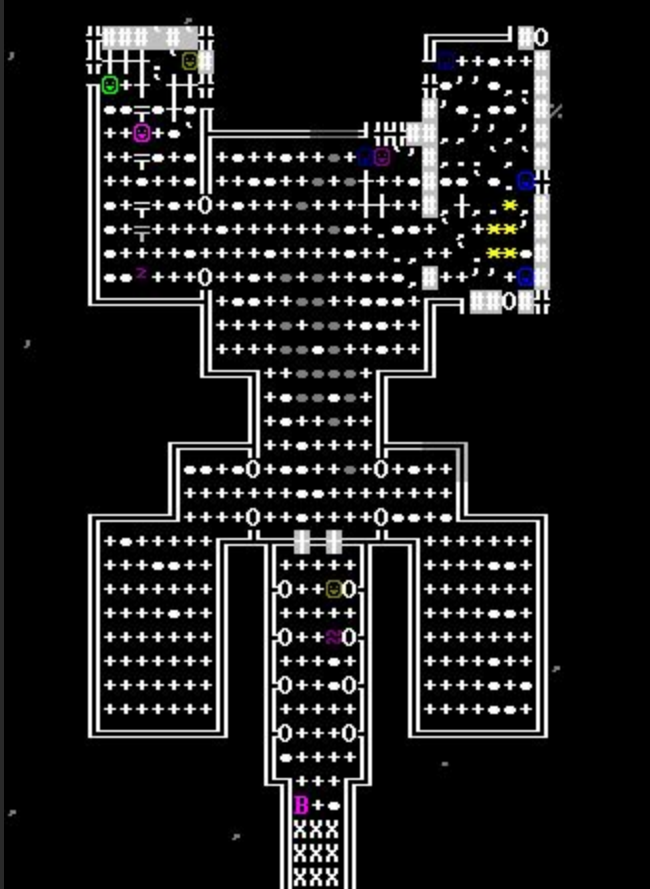
As construction continues, the caverns begin fighting back against the demon incursion! Two flare spectres are killed in battle against geodudes.

The flare specter is caught in a burst of flare specter flames!  
The alolan Geodude uses Tackle on the flare specter in the lower body from behind and the severed part sails off in an arc!  
The flare specter kicks the geodude in the right eye with her left rear foot and the injured part collapses!  
The flare specter is caught in a burst of flare specter flames!  
The geodude uses Smack Down on the flare specter in the neck from behind  
→and the severed part sails off in an arc!

Take that you demons! I remember when it was us down in the caverns, bleeding out in a war of attrition with cave pokemon. I'm much more pleased with the new arrangement. Write that down, Professor! Looks like rock is good against fire.

Meanwhile, the queen's quarters take shape...





Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **FirePhoenix11** on **August 05, 2017, 07:06:32 pm**

Quote from: Paddywagon Man on August 05, 2017, 12:42:18 pm  
Write that down, Professor! Looks like rock is good against fire.

Offensive		ROCK	Defensive	
Power	Types		Power	Types
2x	BUG		1/2x	FIRE
	FIRE			FLYING
	FLYING			NORMAL
	ICE			POISON

Noted.

Also, Tekkud was killed by hair? I know it can be quite strong, but dang.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 09, 2017, 10:00:23 pm**

That awkward moment when you realize the expendable miner you sent to open the wall for demons was the eldest daughter of the queen...

Update coming soon.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **August 09, 2017, 10:12:22 pm**

~~Oh, I see. Getting rid of the heirs ahead of you, huh?~~

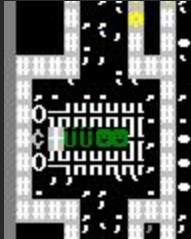
Edit: Oh wait, that was the old Paddywagon Man. You should marry into the royal line.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 09, 2017, 11:43:22 pm**

My reign drags onward, the demon problem first of my concerns and my dear mother the queen second.

The ceiling crusher trap having been such a success, I make ready to take back the rest of MCreeper's minecart track. There are a lot of bodies down there that deserve to rest in our graveyard.

A small bunker is created in the hallway, Probopass and Geodude chained up in front to hold back the horde. Marksdwaves fill the bunker to bursting, a pool of water in the hallway leading to it in case a flare spectre should light our brave forces on fire.



The hall is opened and the demons swarm in!



Bolts fly and battle begins. The one remaining scorpionfly fiend, a legendary demon with many dwarf skulls to his name, is the first to reach our cordon of Rock and Steel pokemon.

With a cry of vengeance he picks up a Probopass, throws it at himself, and promptly dies.

```
>The scorpionfly fiend throws the stray war probopass by the second
Mini-Nose with The scorpionfly fiend's right wing!
Amaltozör Idek Idgag, Scorpionfly Fiend: I have a part in this. I
will take revenge!
The stray war probopass slams into the scorpionfly fiend!
The scorpionfly fiend's left first leg skids along the ground and the
part splits in gore!
An artery has been opened by the attack!
The scorpionfly fiend's thorax skids along the ground and the part splits
in gore!
An artery has been opened by the attack!
The scorpionfly fiend's right first leg skids along the ground and the
part is smashed into the body, an unrecognizable mass!
An artery has been opened by the attack!
The scorpionfly fiend slams into an obstacle!
```

Our marksdwarves can barely hold their crossbows for laughter, but maintain a withering hail of bolts. The demons are cut down by a rain of adamantine. Two Probopass, Two Geodude, and one dwarf are our losses, and a dozen or so demons are killed.

```
The flying *adamantine bolt* strikes the flare specter in the upper body,
breaking away a piece of the tissue!
The flying *adamantine bolt* strikes the flare specter in the left front
leg, breaking away a piece of the tissue!
The flying *adamantine bolt* strikes the flare specter in the head,
breaking away a piece of the tissue!
The flying *adamantine bolt* strikes the boiling banshee in the tail,
breaking away a piece of the tissue!
The flying *adamantine bolt* strikes the boiling banshee in the body,
breaking away a piece of the tissue!
>The Royal Bodyguard stands up.
```

One of the Probopass even survives, battered and beaten though it might be.

The minecart track reclaimed I cancel the militia's orders and they file back to their training. Dwarves flood the track, collecting the corpses and possessions of our many dead.

I turn to my mother our queen now, trying to settle her in our fine fortress. Gold thrones and chests are forged and put in place. The magnificent artifact table is made the proud center of her Royal Dining Room. I visit her in her temporary quarters for a little heart-to-heart, mother to daughter, Baroness to Queen.

Her first words take me completely by surprise. "Who the hell are you?"

I'm quite taken aback, and can hardly get the words out. "I'm your daughter! The Baroness! Your dear little Paddywagon Man!"

She looks quite horrified, looking me up and down. "What is this? My little Paddywagon is dead! And you're... you're a man! Not my little girl at all!"

I turn to dad, the King Consort, but it's clear he doesn't recognize me either. And suddenly it dawns on me. I am a man. I've always been one... haven't I? But I was the Baroness. I had a husband, dead in the zombie invasion. His likeness is on the statue in my room. Only... I look back through my muddled memories, and can't remember ever having been married.

Confused and choking back tears, I take my leave. There's a mystery afoot, and I do mean to solve it.

Meanwhile the queen, horrified by my display, strips me of the little authority I had left.

```
Asob Akrulgeb, queen has been elected mayor.
```

Work in the fortress happens somewhat outside my control or awareness for the next month or so, aside from one more strike against the demons and an unexpected counterattack.



A couple of Snail Fiends are heard, clinging to the side of a rock pillar that we'd already done some mining in. A miner is sent down to open the side of the pillar, and the militia ordered in to ambush the beasts.



Come at us, demons!

The column is opened and the miner slain, but our troops make short work of the demons as they top the stairs. Demon ichor staining my spear, I bend down to collect the sorry corpse of the disposable miner...

And start retching in horror. It's my big sister Astesh! The heir to the throne! Armok take me, I've made a horrible mistake! The rest of the militia cheers and laughs at the victory as I lie fetal in the corner. This has been a really rough month.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 11, 2017, 04:50:39 pm**

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I'm back  
[Quote from: Paddywagon Man on August 09, 2017, 11:43:22 pm](#)

I visit her in her temporary quarters for a little heart-to-heart, mother to daughter, Baroness to Queen.

Her first words take me completely by surprise. "Who the hell are you?"

[Spoiler](#) (click to show/hide)





Okay i admit, i laughed at that one.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 12, 2017, 10:37:35 am**

Pretty epic, yeah. My very own comic! I'm very proud.

Next update should be by the end of today. In the meantime, here's a little list of newcomer pokemon.



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 13, 2017, 12:41:53 pm**

Things turn very sour as my reign nears its end. As if to herald the doom soon to come, chanting begins to echo upwards from the deepest pits up Hell. Ceaseless, senseless chanting, singing the glories of some dark place I've never heard of. Through day and night this litany of evil carries through our fortress and assaults the senses. At considerable risk to my own sanity I have tried to listen in, and transcribe this dark chorus of the underworld.

OOOOOH CAAANADA

OUR HOME AND NATIVE LAND

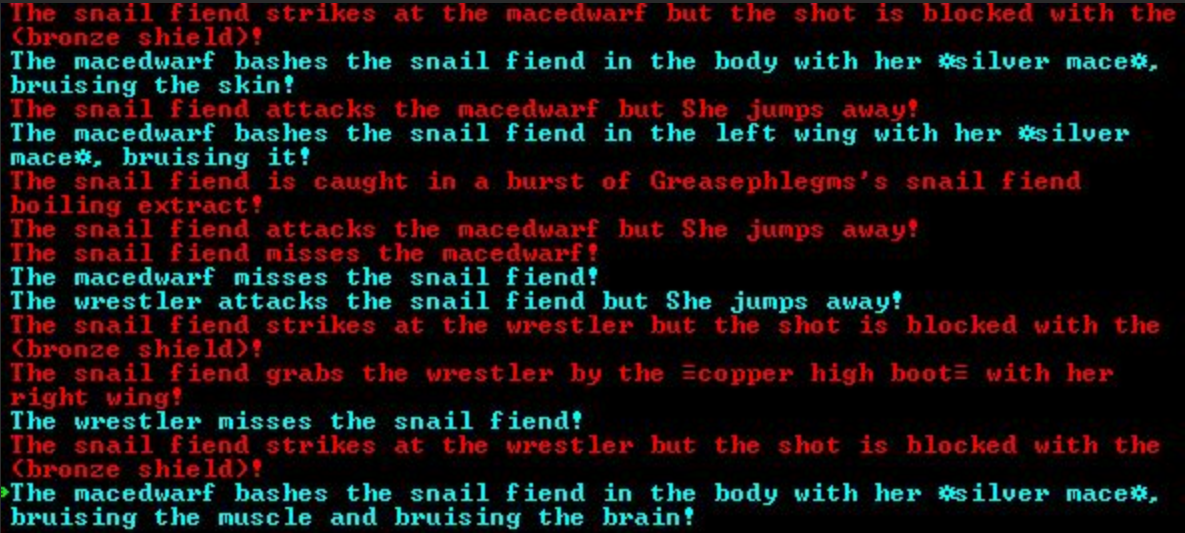


The endless distraction makes me irritable and short-fused. Cocky. To top it off, a flaw in my previous assault (beyond the death of my older sister) is realized.

Because the dwarves could not get to the caverns through the minecart track, I assumed the demons could not get in. But they can fly and we can't. A previously unnoticed hole in the shaft is discovered when a snail fiend butchers a Mawile and a small child.



The militia, hastily deployed, easily kills the lumbering beast.

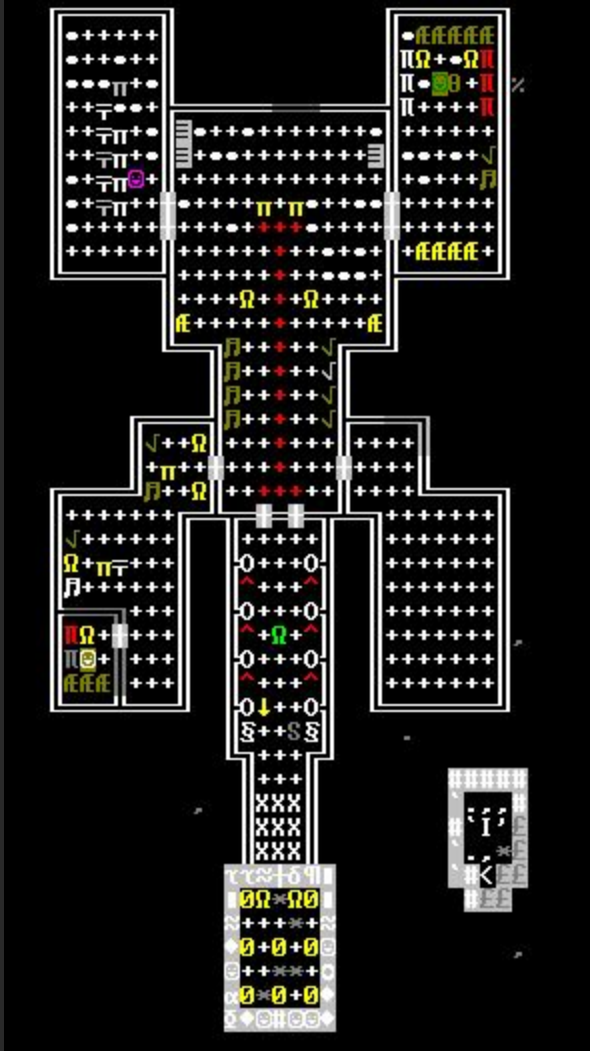


But it makes me nervous. There are still a lot of demons in the caverns, and I don't want to be constantly watching my back like this. I begin devising a plan to kill off the remaining demons and take back our fort for good.

Meanwhile - Stungin! For a second time this year! That cheers me up a little.



The royal palace is finally complete! The dining room is centered around the priceless artifact table - you can see the queen going for lunch in this photo. The king is having a snooze in the bedroom and the outpost liaison (useless bugger) is sleeping in the side wing of the palace I dedicated to him. The mausoleum is to the south - I had big sister Astesh buried there with full honours.



One of the statues in particular makes me shed a tear of joy. I can't imagine a better tribute to our glory.

This is an exceptional gold statue of a elf.  
The item is an exceptionally designed image of a elf and Kadol Metholt the Scorching Neutrality of Labyrinths the crobat in gold by Odda Specutgib. Kadol Metholt the Scorching Neutrality of Labyrinths is striking down the elf. The artwork relates to the killing of a zombie elf by the crobat Kadol Metholt the Scorching Neutrality of Labyrinths in Pocketball in the early spring of 55 during Mashra Strildo, "The Attack of Warriors".

Dear Kadol... dead now, but not forgotten. Also impressive are a statue of Beirus admiring a halberd and a statue of TheImmortalRyukan killing a Boiling Banshee.

And here's a statue I commissioned myself to commemorate the battle our brave Probopass fought in the corridor.

**The Stupid Demon**  
  
is an image of Taughtslug the Brain of Subordinates the scorpionfly fiend and a probopass. Taughtslug the Brain of Subordinates is impaled on the probopass. The probopass is laughing.

Still not feeling entirely welcome in the palace, I turn my attentions downwards again.

The demons might seem to have all the advantages over us they might want. They're massive, and they're dangerous fighters. Some breath fire and some spin webs. But our advantage is mobility. Redmagecole trapped them in small enclaves and pockets to be taken care of individually, while we can tunnel to wherever in the caverns we want to.

The tunnel-and-ambush strategy having worked so well against the Snail Fiends earlier, I decide to try it again on a slightly larger scale. A group of four Kite Fiends is located on the side of a pillar, and digging begins.



I stand ready for the ambush, confident but still a little daunted by the task in front of us. Nopal stands at the stairs, polishing the bismuth bronze axe he's so attached to. TheImmortalRyukan wields a masterwork adamantine axe and Zefermcdwarfpants a masterwork copper sword. I heft my trusty spear as my squad-mates troop into the pillar.

Beirus's absence feels wrong, but I made the decision to leave his squad to its training. While Beirus is our finest warrior, his pupils are still green recruits. If I ordered The Weedle Attacks in, many of them would die senselessly.

And with all of us here, as well as the Queen's bodyguards, we shouldn't have any trouble... right?



The pillar is opened, the first Kite Fiend charges, and Nopal and TheImmortalRyukan rush to meet it. Nopal begins hacking away at the creature, hobbling it and slicing off its trunk. Then suddenly disaster strikes, a lucky hit from the demon crushing Ryukan's skull.

Nopal and I gasp in shock to see our friend fall. And the Kite Fiend is still coming. I got careless after all the easy victories and forgot just how deadly demons could be - the monster in front of us is no sorry Snail Fiend.

Nopal keeps fighting, and more of us come down the stairs to back him up. But something goes wrong. He dodges a swing from the beast, and rolls away deftly. But his roll takes him away from our phalanx, with the Kite Fiend cutting him off from the rest of us.

And that's when two more Kite Fiends rear their ugly heads and attack. Cut off from help, Nopal begins bravely fighting the two monsters while the first one crushes the head of one of our human mercenaries.

'TheImmortalRyukan' Rigòthäs, Axedwarf has been found dead.  
Zinga Ngirasipkat, lady consort has been found dead.

This is disastrous. Two dead already and all four Kite Fiends still standing. And poor Nopal fighting for his life while we try in vain to fight our way past the beast in front of us.

Finally the beast - named Nitigingtak after slaying Ryukan - falls. I look up, spear raised -

And my heart is torn from my chest.



The captain of the guard bites the kite fiend in the left eye, tearing it!  
The captain of the guard latches on firmly!  
The kite fiend grabs the captain of the guard by the throat with her right wing!  
The kite fiend places a chokehold on the captain of the guard's throat with The kite fiend's right wing!  
The kite fiend strangles the captain of the guard's throat!  
The captain of the guard passes out.  
The kite fiend breaks the grip of the captain of the guard's upper front teeth on The kite fiend's left eye.  
The captain of the guard falls over.  
The kite fiend bites the captain of the guard in the head, bruising the fat through the "copper helm"  
The kite fiend latches on firmly!  
The kite fiend strangles the captain of the guard's throat!  
The kite fiend strangles the captain of the guard's throat!  
The kite fiend strangles the captain of the guard's throat!  
The kite fiend shakes the captain of the guard around by the head and the skull collapses!  
An artery in the head has been opened by the attack!  
A tendon in the skull has been torn!  
→'Nopal' Fikodar, Axe Lord has been found dead.

I watch Nopal's last moments, shocked and filled with grief. It was thanks to his antics that living in Pocketball was even tolerable. And he's been here since the start. Since before I was. He was truly the best of us.

We charge forward to attack, but we are betrayed by our lack of wings. I had hoped to lure the demons into the dugout like I did last time, but now we're fighting at the edge of a cliff. A macedwarf is slain and four other soldiers either stumble off or are hurled off the precipice.

The Blastoise in front of me lets out a torrent of deadly water from its cannons, but one kick from the towering demon turns the mighty Pokemon into a crushed ruin.

The kite fiend scrambles away from The spinning blastoise water!  
The kite fiend kicks the war blastoise in the upper body with her left foot and the injured part collapses!  
An artery has been opened by the attack!  
The war blastoise is propelled away by the force of the blow!  
The war blastoise slams into an obstacle!

And I suddenly realize that I am alone.

I look up at the behemoth in front of me. It bleeds and limps from a dozen or more wounds, but looks towards me with malice.

As I look into its taunting eyes I realize... it knows. It knows that all this death is my fault. Nopal, Ryukan, Zinga... If I hadn't gotten cocky, underestimated these demons, they would still be alive. We could have simply left the monsters to hunt the caverns in peace. But my pride and overconfidence has brought me here, alone, with an eldritch monstrosity slaving for my blood.

I charge, spear in hand. In the back of my head I know I'm not going to survive. And... maybe I don't deserve to.

The Ex-Baroness stabs the kite fiend in the left wing with his "adamantine spear", chipping the bone!  
A motor nerve has been severed and a tendon has been torn!  
'Paddywagon Man' Rigòthadil, Ex-Baroness: I have a part in this.  
There is no need to feel vengeful.  
The kite fiend shakes the Ex-Baroness around by the second toe, right foot and the severed part sails off in an arc!  
The second toe, right foot is ripped away and remains in The kite fiend's grip!  
The kite fiend lets the 'Paddywagon Man' Rigòthadil's second toe, right foot drop away as She attacks.  
The kite fiend misses the Ex-Baroness!  
The Ex-Baroness stabs the kite fiend in the upper body with his "adamantine spear", tearing the muscle and tearing the left lung!  
The kite fiend bites the Ex-Baroness in the left foot, bruising the muscle through the "copper high boot"  
The force pulls the left ankle, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
The Ex-Baroness falls over.  
The Ex-Baroness stabs the kite fiend in the upper body with his "adamantine spear", tearing the muscle and tearing the left lung!  
'Paddywagon Man' Rigòthadil, Ex-Baroness: I cannot just stand by.  
There is no need to feel vengeful.  
The kite fiend bites the Ex-Baroness in the right upper arm and the injured part explodes into gore!  
An artery has been opened by the attack!  
Kite fiend extract is injected into the the Ex-Baroness's dwarf blood!  
The kite fiend latches on firmly!  
The Ex-Baroness loses hold of the "adamantine spear".  
The Ex-Baroness gives in to pain.  
The Ex-Baroness loses hold of the "copper right gauntlet".  
The kite fiend shakes the Ex-Baroness around by the right upper arm and the severed part sails off in an arc!  
The right upper arm is ripped away and remains in The kite fiend's grip!

I turn my thoughts to the battle, and put Nopal and Ryukan out of my mind. There's no need to feel vengeful - anger makes you foolish. I cripple the beast's wing with my spear even as it tears my toe off, toying with me in a slow, torturous manner. I ignore the pain and pierce its lung, my adamantine spear biting deep. This is my doing, there can be no turning back. If I let it past more will die.

I have a part in this.

I sink my spear into the beast once more. It will not get past me. I cannot just stand by.

Then it catches my arm in its jaws, venom flowing and blood gushing, and tears it from its socket. I surrender to the merciful sleep awaiting me.

My soul free of my broken body, I watch the crippled beast drag itself past me. I feel Armok's hand pulling me away, but resist. I need to see what happens.



The Mace Lord bashes the kitefiend in the right lower leg with his \*silver mace\*, fracturing the bone!  
The force bends the right upper leg!  
The kite fiend lets the 'Zefermcdwarfpants' ùshrirog's mangled thumb, right hand drop away as She attacks.  
The kite fiend bites the militia captain in the nose and the injured part explodes into gore!  
The kite fiend latches on firmly!  
The militia captain misses the kite fiend!  
The kite fiend shakes the militia captain around by the nose and the severed part sails off in an arc!  
The nose is ripped away and remains in The kite fiend's grip!  
The Mace Lord bashes the kite fiend in the lower body with his \*silver mace\*, bruising the muscle and bruising the guts!  
The kite fiend lets the 'Zefermcdwarfpants' ùshrirog's mangled nose drop away as She attacks.  
The kite fiend bites the militia captain in the neck, bruising the muscle and tearing apart the upper spine's nervous tissue through the \*copper mail shirt\*!  
Kite fiend extract is injected into the the militia captain's dwarf blood!  
The kite fiend latches on firmly!  
The militia captain misses the kite fiend!

Zefermcdwarfpants and Kadol the mace lord, late for the fight, throw themselves at the monster. Despite the many it injuries it has sustained from Nopal, myself, and others, the monster - Bardumast - tears Zefer to pieces. It seems unstoppable, a juggernaut sent by Giratina itself to bring ruin to Pocketball. Kadol keeps fighting, losing his shield arm to the beast's tearing jaws.

Then the humblest of dwarves, a simple Fish Cleaner, does what all of us could not. He bravely throws himself at the immortal terror, and it falls from the cliff. It flaps its crippled wing weakly as it falls, then is smashed to pieces on the cold stone floor.

The Mace Lord bashes the kite fiend in the upper body with his \*silver mace\*, bruising the muscle and bruising the right lung!  
The kite fiend attacks the Mace Lord but He jumps away!  
The kite fiend bites the Mace Lord in the left foot, bruising the muscle through the XX\*copper high boot\*XX!  
The fish cleaner attacks the kite fiend but She rolls away!  
The Mace Lord bashes the kite fiend in the neck with his \*silver mace\*, bruising the muscle and fracturing the upper spine's bone!  
The Royal Bodyguard jumps out of the kite fiend's flight path!  
The kite fiend slams into an obstacle!  
The kite fiend's upper body takes the full force of the impact, bruising

Those soldiers that had fallen from the cliff had been fighting their own battle. All four had survived the drop, but had been set upon by Snail Fiends. The Snail Fiends all lay butchered and dead, though, at the cost of two more warriors.

So with Bardumast's death the battle was won. But at a terrible cost.

'TheImmortalRyukan' Rigòthàs, Axedwarf has been found dead.  
Zinga Ngirasipkat, lady consort has been found dead.  
'Nopal' Fikodar, Axe Lord has been found dead.  
'DrewLegend' Cemosholtar, militia captain cancels Pickup Equipment: Equipment mismatch.  
Nish Legoncatten, Macedwarf has been found dead.  
Iden Tolislorbam, war Blastoise (Tame) has been found dead.  
Make leather high boot (20) has been completed.  
'Paddywagon Man' Rigòthadil, Ex-Baroness has been found dead.  
Bim Kadolsezuk, Axedwarf has been found dead.  
'Zefermcdwarfpants' ùshrirog, militia captain cancels Store Item in Bin: Interrupted by a kite fiend.  
Kadol Kinid has become a Mace Lord.  
Bëmbul Nefasttun, Royal Bodyguard cancels Pickup Equipment: Interrupted by a snail fiend.  
Tura Siminnoñi, Human Scholar is visiting.  
Onget Rithvathez, Fish Cleaner cancels Carve Downward Staircase: Interrupted by a kite fiend.  
'Zefermcdwarfpants' ùshrirog, Swordsdwarf has been found dead.  
Bëmbul Nefasttun, Royal Bodyguard cancels Pickup Equipment: Interrupted by a snail fiend.  
Dodók Egarolon, Miner cancels Make adamantine wafers: Needs 1 adamantine strands.  
\*Onol Uucarrinal, Macedwarf has been found dead.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 13, 2017, 12:52:02 pm**

OOO - I screwed up, I screwed up bad. But redorfings are done and the named dwarves who died now lie in gold sarcophagi in the queen's own mausoleum.

Still, that's nearly the end of the demon infestation.

Those Kite Fiends were monsters - my dwarf destroyed its spine with the first stab, and then it went on to get two more kills and one maiming while only able to drag itself around and bite.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 14, 2017, 12:05:28 am**

Quote from: Paddywagon Man on August 13, 2017, 12:52:02 pm

But redorfings are done and the named dwarves who died now lie in gold sarcophagi in the queen's own mausoleum.

Quite the dramatic update today, trying to make sense out of the redorf thing is always hard. I'd like to stay dead for good but please someone take care of my Flaaffy she's gonna be so alone.

I'll try my best in order to finish a nice comic before the next update. All the dead dwarfs [minus mine] are going to be beaten up really bad but not dead, still this doesn't matter because my art ain't cannon or anything so you can get **rid** of the redorf thing as you like.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 14, 2017, 12:51:28 am**

Then with heavy heart I un-redorf you Nopal.

Hope you'll stay with us!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 15, 2017, 05:48:38 pm**

Sometimes I forget how much I suck at drawing. Fucking glad I'm dead.  
Crappy comic this time, next art post will be better.  
Spoiler (click to show/hide)



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 16, 2017, 08:28:18 pm**

If that's what sucking at drawing looks like, we'll need to come up with a new adjective for me... your artwork's great Nopal, thanks for the lovely comic!

And your Flaaffy evolved into a big strong Ampharos. We'll take care of it, don't worry.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 16, 2017, 10:48:38 pm**



I'm mostly through the year, it's mid-November (or dwarven equivalent) now, but I'm going to be away for a bit. I tried to finish the year today but didn't manage.

Would you guys rather I finished the year in about a week or so, or posted the update and save now?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 18, 2017, 02:58:28 am**

Looks like you guys still need players; I'd like a turn. Dorf me as Max, ideally a shearer/spinner, and give me your spare surviving Mareep-line members. I'll take care of Nopal's Ampharos if you haven't assigned it yet. I shall make wool from the dreams of androids.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 18, 2017, 10:46:55 am**

Awesome, I'm nearly done the year and I'll pass it along to you when I finish - pretty busy today but should finish tomorrow.

We have plenty of Ampharos.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 20, 2017, 11:11:01 pm**

Sorry for the delay.

Finished the turn just now, post coming tomorrow (for real this time, hopefully)

And on an unrelated note, I love how optimistic dwarves are when it comes to their friends being "dead" vs "missing".

Urist: "Where's Bomrek? I haven't seen him since his spine was broken by a Lampent and he fell a hundred feet into molten lava."

Dishmab: "I'm sure he'll turn up soon."

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 20, 2017, 11:21:59 pm**

Quote from: Paddywagon Man on August 16, 2017, 08:28:18 pm

... your artwork's great Nopal, thanks for the lovely comic!

**Much** appreciated. Here's a Kite fiend. (At least that's how I picture them)  
Spoiler (click to show/hide)



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paxiecrunchle** on **August 21, 2017, 08:48:49 am**

Quote from: RedMageCole on July 12, 2017, 09:05:31 pm

[spoilerHaving dwarven pride is a lot like American pride. You shout how proud you are to be one, until you realize that the vast majority of them are complete and utter dumbasses.

Great thread, I'm strongly considering you getting this is signature you guys are almost worthy of the hall of legends.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 21, 2017, 11:54:49 pm**

*I see the battle won, and the weight on my soul is lifted. I feel the breath of Armok all around me as I melt into infinity...*

*Then I feel a tearing claw, rending at my astral self.*

*Incorporeal, confused, terrified, I struggle against my mysterious assailant, but to no avail. The light of infinity fades around me as my tattered essence is dragged screaming back to earth...*

I snap out of the odd haze, my thoughts blurry for a second. Must be that battle against the Kite Fiends has me on edge. Close call, that. I pick up my trusty spear, there's still work to be done.

►Paddywagon Man' Konosevost, Speardwarf has grown attached to a adamantine spear!

It isn't until I reach the barracks to continue training that something hits me. Everybody looks so... sad. And there's a familiar face missing.

Nopal!

Stray war Flaaffy <Tame> has transformed into a ampharos!

His Flaaffy, lonely and dejected in the corner, evolves into an Ampharos with a sigh of malaise.

I turn myself from the depressing sight to further the battle against the demons. I won't risk anymore of our soldiers in open confrontations, but the remaining demons are mostly cut off from each other and trapped in their own little hidey-holes. Most of them can be dealt with by marksdwarves.



The flying -copper bolt- strikes the scorpionfly fiend in the left second leg, tearing the muscle!  
A ligament has been torn and a tendon has been torn!  
Inod Uabôkokol, Marksdwarf: I have a part in this. There is no need to feel vengeful.  
Inod Uabôkokol, Marksdwarf: I have a part in this. There is no need to feel vengeful.  
The scorpionfly fiend rolls away from The flying -copper bolt-!  
The flying -copper bolt- strikes the scorpionfly fiend in the right third leg, tearing the muscle!  
A ligament has been torn and a tendon has been torn!  
The flying -copper bolt- strikes the scorpionfly fiend in the left third foot, tearing the muscle!  
A ligament has been torn and a tendon has been torn!  
The scorpionfly fiend scrambles away from The flying -copper bolt-!  
The flying -copper bolt- strikes the scorpionfly fiend in the head, tearing the muscle and bruising the brain!  
A ligament has been torn and a tendon has been torn!  
Inod Uabôkokol, Marksdwarf: Can it all end so quickly? This does not scare me.  
►Inod Uabôkokol, Marksdwarf: Death... I am not upset by this.



With that, the caverns are reclaimed. Not very sporting - but last time I tried to be sporting we lost Nopal. But though the caverns are now safe, there are still demons a-plenty in Pocketball. The largest group, of fully thirty demons, is locked up in a hollow spire of stone.



I could theoretically do another marksdwarf assassination, but with that many demons it would be a tedious business. And a lot of the demons in that horde breath fire, rendering fortifications a less than ideal defence.

But inspiration strikes. The marksdwarves have had their share of the fun already. Time for the miners and mechanics to have a go.

Construction begins on a secret demon-slaying project...



Meanwhile my parents, grieving from the death of my big sister, do their very utmost to replace her. Noisily. And rather disturbingly.



Asob Akrulgeb, queen  
Ingish Zimeshkeskal, king  
Bed

Ingish Zimeshkeskal, king consort

Meditate on Pregnancy

Now that the last Scorpionfly Fiend has been slain, I trek down to the depths and open the door between Pocketball and the caverns. I jump in surprise to see a beast of the caverns waiting at the door for me! It's hideous, great tufts of dirty hair protruding from its unwashed face. Skin like grimy copper armour reflects the light of my candle. The stench is overwhelming. By Armok, it's...

...it's a thirsty and bedraggled MCreeper.



"FOR THE LOVE OF ARMOK, PADDYWAGON!" he gasps, hoarse and near despair. "I've been locked in the caverns for so long! I'd lost all hope! How did this happen?"

That's embarrassing. It seems that when I locked the caverns up after the battle, I didn't notice that MCreeper was on the other side. That was about a month and a half ago, not that the poor sod would have had any way of telling time in these lightless caverns.

"The queen ordered the doors shut, buddy." I reply. "I fought and argued, but she insisted they remain locked. I came down to open them as soon as I could get out of her sight."

I give him a little pat on the back as he drags himself back into the fortress. Next time I'll be sure to do a head count.

Meanwhile mechanics start flooding the caverns, reloading the cage traps and collecting the captured pokemon.

Mûthkat Masosîteh, Dwarven C  
"Mûthkat Talkposts"  
Beside himself with grief!.

Zefermcdwarfpants' young son breaks down crying upon finding his father's broken body. Grow up, kid. I made a statue of him and put him in a gold sarcophagus, what more do you want?

As this is all happening, a new food craze hits Pocketball. I wade through the long lineup to try out some of Chef Unib's "masterful roast".

This is a stack of 4 masterfully prepared carrot seeds roast created by Unib Odrozbonrek. The ingredients are exceptionally minced carrot seeds, superiorly minced carrot seeds, exceptionally minced carrot seeds and exceptionally minced carrot seeds.

Looks like seed paste to me.

As I eat the disgusting carrot seed mash, a couple of miners come sidling up to me. This can't be good - relations between the miners' guild and myself have been rather strained since they figured out that all of my anti-demon plans involved sacrificing a miner to be torn apart by hellspawn. Thankfully these two are only here to inform me that one of their friends, Bomrek, has been missing for a week.

Bomrek Idoslolor, Miner has been missing for a week.

I grill them for a little more information. "Where did you see him last?" I ask.

"Well, last I saw him a Lampent had just come storming out of the caverns. I saw it light him on fire, crush his lip and give him a major spinal injury. But I was just walking by on my way to the tavern, I don't know where he went after that."

The lampent uses Astonish on the miner in the lower lip and the injured part collapses into a lump of gore!  
The force pulls the head, tearing apart the fat and tearing apart the upper spine's nervous tissue!  
A tendon in the upper spine has been torn!

"No, I saw what happened after that. He and the Lampent, grappling with each other, toppled and went plunging down the old exploratory mineshaft by the forges."

"You mean the one that leads into *the magma sea*?"

"Yup."





deflected by the miner's (long ramie skirt)?  
The lampent slams into the miner!  
The miner slams into an obstacle!  
The lampent slams into the miner!  
The miner slams into an obstacle!  
The lampent slams into the miner!  
The miner slams into an obstacle!  
The lampent slams into the miner!  
The miner slams into an obstacle!  
The miner's upper body takes the full force of the impact, but it is deflected by the miner's (gogoat leather cloak)?  
The miner's left lower leg takes the full force of the impact, but it is deflected by the miner's (long ramie skirt)?  
The miner's left upper leg takes the full force of the impact, but it is deflected by the miner's (long ramie skirt)?  
The miner's neck takes the full force of the impact, but it is deflected by the miner's (-jute robe-)?  
The miner's right lower arm takes the full force of the impact, but it is deflected by the miner's (gogoat leather cloak)?  
The miner's lower body takes the full force of the impact, but it is deflected by the miner's (long ramie skirt)?  
The miner is caught in a pool of magma!  
The miner is caught in a pool of magma!  
The lampent slams into the miner!  
The miner slams into an obstacle!  
The miner is caught in a pool of magma!  
Bomrek Idoslolor, Miner: I was caught in smoke underground. No, that's not annoying.  
The miner is caught in a pool of magma!

"Could you put out a search party, overseer? We haven't seen him since then, we think he may have gotten lost."

I roll my eyes a little and go back to my business as Overseer. Fluffe9911 has been acting a little odd...

'Fluffe9911' Konosurist, Blacksmith withdraws from society...

'Fluffe9911' Konosurist has begun a mysterious construction!

'Fluffe9911' Konosurist, Blacksmith has created Sebshosgesis Fôkershedim, a copper floodgate!

Press Enter to close window

Sebshosgesis Fôkershedim, "Miresinews the Slippery Shadow", a copper flod

This is a copper floodgate. All crafts dwarfship is of the highest quality. It is encrusted with oval cut rubicelles and square brilliant cut yellow spessartines, decorated with pecan wood and encircled with bands of copper. This object menaces with spikes of rubicelle and hazel wood. On the item is an image of a misdreavus in treecko leather. On the item is an image of 'Glass' Towncaves the dwarf and Glitteredplay the furret in yellow spessartine. Glitteredplay is striking down 'Glass' Towncaves. The artwork relates to the killing of the dwarf 'Glass' Towncaves by the furret Glitteredplay in The Distracting Spikes in the early winter of 54.

Quite an impressive artefact, though we have enough pictures of Glitteredplay killing people around the fort already. It's getting me down. On the bright side he's now a legendary blacksmith, which might come in handy - it's coming on Christmas, and my mom is being her demanding self.

Demands: steel table in Bedroom

But her Christmas gift can wait. I've got a better use of our legendary blacksmith's time. At the top of MCreeper's water tower, the highest point in Pocketball, a masterful gold statue is placed.



\*gold statue of 'Nopal' Glazedfleshy\*

This is a masterful gold statue of 'Nopal' Glazedfleshy created by 'Fluffe9911' Konosurist. The item is a rendition of The Mirthful Hero, an image of 'Nopal' Glazedfleshy the dwarf, dwarves and a flaaffy. The dwarves are greeting 'Nopal' Glazedfleshy. 'Nopal' Glazedfleshy is embracing the flaaffy. 'Nopal' Glazedfleshy is laughing. The image was commissioned by The Awe-inspiring Bulb, a local dwarven government.

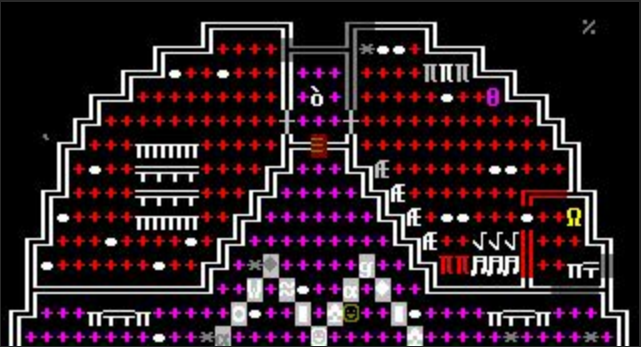
Rest in Peace Nopal.

With this, my reign winds to its close.

Spring has arrived!

(save and notes for future overseers coming tomorrow morning, this was a bit rushed sorry)

labyrinth I crafted below. To use it, mine out the wall to let the demons into the labyrinth. The many doors should slow them up enough that they get lumped into a single group. Once they're all in the top half, pull the lever I put in the Master Ball -



And crush them. Or if you'd rather do something else it's up to you, but the weapons's there.

Also we have a breeding pair of Hakamo-o but they're permanently berserk and a minor typo in the raws means they won't evolve - to fix it just go to creatures\_seventhgen and change the word "JANGMO-O" to "HAKAMO-O" in the raws for their evolution.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **August 22, 2017, 02:02:21 pm**

Successfully moved in and I finally have time to say hello to everyone!

Gonna miss you as a dorf, Nopal. You were a wonderful soldier and an even more wonderful artist.

Good to see a new player, Max! I wish you luck :)

And to hear that, Paxie, is a great honor. Thank you!

You guys are great; I'm looking forward to more updates. And if we all day... hey, I can always make a new community fort. This was wildly successful and fun to do, so why not?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 22, 2017, 09:15:52 pm**

I'm next, right? Got the save, will report back.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 24, 2017, 03:05:14 pm**

Be nice to Stungin!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 24, 2017, 11:50:18 pm**

Quote from: Paddywagon Man on August 24, 2017, 03:05:14 pm  
Be nice to Stungin!

He's still around? I wouldn't dream of letting him come to harm!  
It remains to be seen whether there will even be an opportunity, though. Witness the following mini-update.

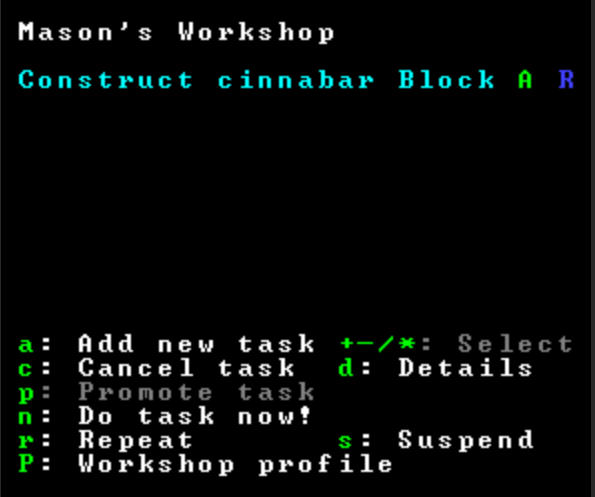
Excerpts from A Million Little Pichus: A Memoir, by Maximum Spin Spatteredgorges

It was an icy spring morning, the first of the new year, when I seized command of Pocketball. The sky was thick with igglybuff,

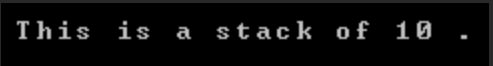


and the water thick with badger. The cavalier attitude of previous administrators had produced far too many pointless deaths, like that of fellow Flaaffy-enthusiast Nopal. It was clear that the time had come for *my* cavalier attitude to produce its share of pointless deaths. And so it was that the so-called ex-baroness, Paddywagon Man, passed his (her?) command to me. The war Ampharos behind me when I made my case can certainly have had nothing to do with it.

I spent the first few days of my term learning everything I could about the layout of the fort. From what I've heard, most forts keep a carefully cultivated series of notes for every new overseer, detailing the locations of critical functions. Pocketball is not most forts. Luckily, it's pretty small, so I was able to find everything all right. In the process, I did notice something strange - it looked like some previous overseer was stockpiling blocks to build some kind of cinnabar island.



So I decided to check our stocks to see whether we had enough that I could help with that, when I discovered the next strange fact about Pocketball.



It seemed that the trade depot contained a stack of ten. Or at least, this was in the books: when I went to the trade depot in person, I could find no such thing. Then again, I'm still not sure what exactly ten looks like, so I might have missed it.

From there, though, it was on to my first proper order of business. A horde of demons had been sequestered in an old staircase, and Paddywagon Man devised a plan to eliminate them. Unfortunately, Paddywagon Man's plans had developed a certain reputation, and none of the miners were willing to participate. The solution was obvious.

'Paddywagon Man' Konosevost,  
" 'Paddywagon Man' Brassesects  
Mining  
Woodworking  
Stoneworking

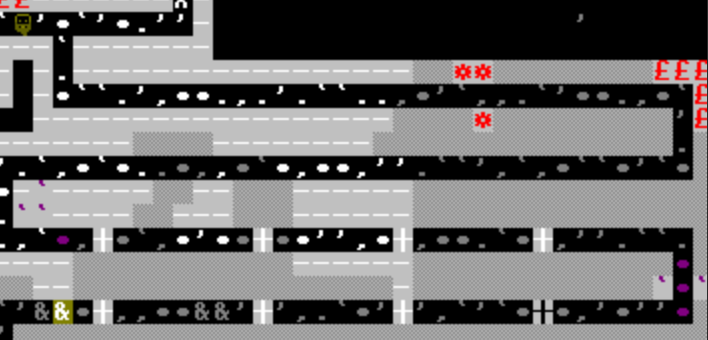
The miners were pretty thrilled with this development, although, unlike them, I was entirely confident in Paddywagon Man's ability to survive the confrontation. After all, she - in the process I had confirmed that Paddywagon Man was, in fact, a woman - designed the trap in the first place, and, as far as I could tell, she was probably agile enough to get away. She seemed to agree; after making sure she was dressed to impress the demons, she proceeded down to the trap chamber to open the way.

'Paddywagon Man' Konosevost,  
" 'Paddywagon Man' Brassesects  
≡copper pick≡, Left hand  
X(eevee leather dress)X, Upp  
x(chesnaught leather dress)x  
x(flaaffy wool left glove)x,  
x(flaaffy wool sock)x, Right  
x(glameow leather dress)x, U  
spatter of 'Paddywagon Man'  
spatter of 'Paddywagon Man'

After several agonizing hours of waiting...



...she finally emerged, breathless but unscathed, from the demon exclusion tunnel.



Unfortunately, she reported that fully half the fiends continued to hang back at the top of the shaft.

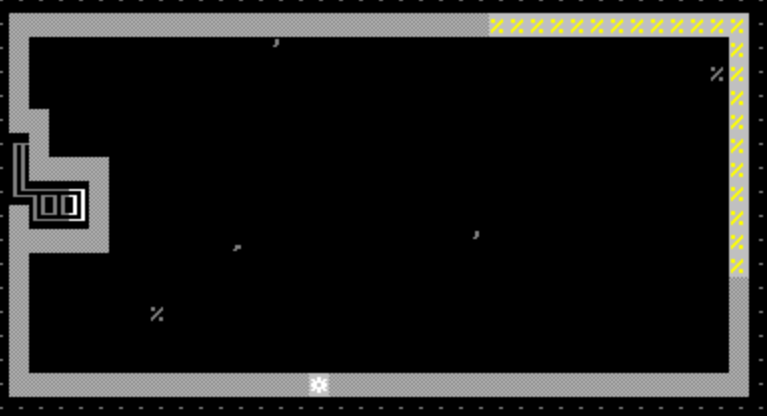


Still, there was no time left to wait. The exclusion tunnel could only protect us for so long. Once we could hear the scratching and howling at the final door, I ordered the lever pulled.

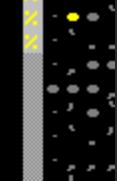
When the last door fell, the shrieking of the beasts echoed across the whole length, breadth, and depth of Pocketball. Yet, just at the last possible moment, the fisherdwarf who had received the order managed to pull the lever in time.



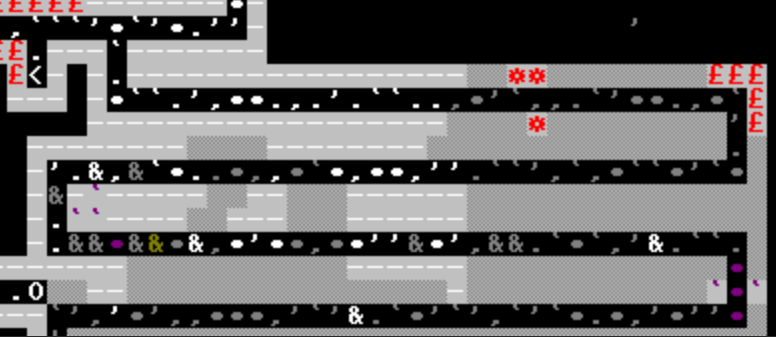
And nothing happened.



The block that Paddywagon Man had suspended above the exclusion tunnel remained suspended above the exclusion tunnel. A moment's reflection immediately revealed why: while ordering the block mined free of its surroundings, Paddywagon Man had carelessly left behind a slim bridge of natural stone bridging the gap between the block's upper surface and the neighbouring wall. Because of the extremely high tensile strength of the stone, this was enough to hold the block aloft even after the lever-connected pillar had collapsed.



As a result of this tiny error, Pocketball was probably doomed. And, although Paddywagon Man was surely to blame, it had still happened on my watch, only eleven days after I took command. Something would have to be done.



But what something? I'm taking suggestions. I ordered a wall to be built at the end of the tunnel, but I doubt it will be reached in time. I could send the army to glorious death to try to stave off the horde long enough to seal the exit... again. Or we could try something else. Anyone have any ideas?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 25, 2017, 12:44:39 am**

Oh, that is as embarrassing as anything... still, they can only come through the minecart track as far as I can tell, and that can easily be blocked off. Wall it off at the top instead of the bottom, it'll be faster.

We lose the caverns again but that's no big loss. Still, in all likelihood that means a fourth Paddywagon Man.

Looking back at two years as leader of Pocketball I can't think of a single plan of mine that worked without some sort of hitch. Dammit.



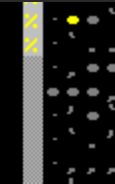
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 25, 2017, 01:22:42 am**

On second thought taking my advice is probably the worst thing you could do, judging by past experience.

~~Worst comes to worst, just restart from the save file posted and write off my demon apparatus as a costly waste of time.~~

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 25, 2017, 01:33:55 am**

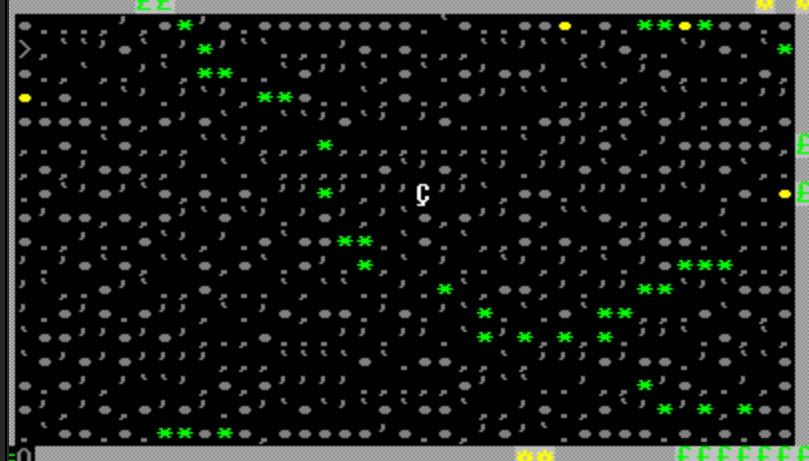
Oh, actually, I was wrong. The pictured stairway is downward - I swear I looked right at it but I guess my brain glitched out - and the actual culprit is this unmined floor:



I think I should edit my post so that my memoir is accurate. I'll preserve the offending section for posterity here:

Quote from: Maximum Spin on August 24, 2017, 11:50:18 pm

The block that Paddywagon Man had suspended above the exclusion tunnel remained suspended above the exclusion tunnel. A moment's reflection immediately revealed why: Paddywagon Man had carelessly left a staircase in place beneath the block, which continued to support it after the lever-connected pillar had fallen.



As any dwarf - except perhaps Paddywagon Man - knows, upward staircases support the level above, even if there is no connecting downward staircase.

**Upstairs** will provide support for the z-level above even if there is no downstairs above, acting as an invisible floor. **Diagonal**

Quote from: Paddywagon Man on August 25, 2017, 12:44:39 am

We lose the caverns again but that's no big loss. Still, in all likelihood that means a fourth Paddywagon Man.

You actually made it out just fine. I'm honestly a little disappointed; if you had died, I was going to redorf you as a man again, to make it more confusing. :P

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 25, 2017, 01:53:43 pm**

Here's one idea - make a bunch of squads (no equipment) and draft any dwarves with useful skills that you'd like to see survive. Order them somewhere safe and use civilian alerts to funnel everybody else into the demon horde. With the children, the bards, and 120 or so pokemon I'm sure they would eventually defeat the demons through sheer weight of numbers. And it would bring the population to a more manageable level.

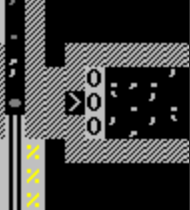
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 27, 2017, 03:59:58 am**

Excerpts from A Million Little Pichus: A Memoir, by Maximum Spin Spatteredgorges

It was clear that there were mere moments left to act, so I immediately ordered all the exits from the demon exclusion tunnel walled off from points as far from the demons as possible. As far as I could tell, there were four key points of potential egress to cover:



First, the intersection between the block excavation site and the minecart shaft leading to the cavern. The only safe spot to seal this gap would be very near the exclusion tunnel itself, making the process extremely dangerous and time-sensitive, but the only alternative would be to leave the dwarves and pokémon then working in the caverns, including the legendary mason Deduk, our broker Ås, and, most importantly of all, Ås' Ampharos, to the mercies of the demonic horde.



Second, the top of the main (non-demon-infested) stairway, which was directly accessible from the end of the exclusion tunnel. This would be the only way to prevent the demons from striking at the very heart of Pocketball itself.



Third, a small gap in the wall surrounding the same stairway, just below the top. Due to incredibly unsafe design, this led directly to both the minecart shaft and a side stairway that opened directly onto the main floor of Pocketball. Strangely, this side stairway appeared to be largely inaccessible and useless to dwarves without the blessing of flight, but it was wide open to the winged demons, which were most of them.



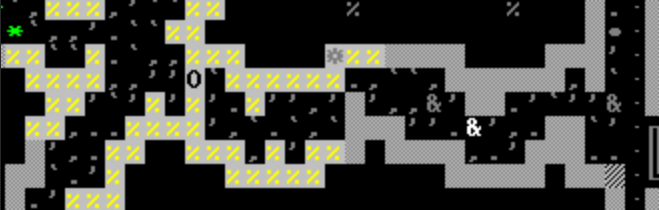
Finally, the bottom of the main stairway, which would otherwise have allowed the horde direct entrance to our forges and adamantine processing facilities. Although this did not connect to the main body of Pocketball, the adamantine there could have become our last hope of reclaiming the stairs, and the skilled dwarves responsible for processing it were not entirely expendable either. Closing this passage, however, would also cut the forges completely off from the rest of the fort, unless an old second entrance in the caverns were reopened. Still, it was the only practical solution.

When I gave the orders to seal all of these problem areas, I made a point to be very clear of the importance of the task to our survival. It seemed that I was adequately forceful in stressing this, because even the King and Queen themselves joined in.

Construct	Building	'Fluffe9911' Konosurist, Blacksmith	Wall
Construct	Building	Asob Akrulgeb, queen	Wall
Construct	Building	Nish Regerar, Woodcrafter	Wall
Construct	Building	Ingish Zimeshkeskal, king consort	Wall
Construct	Building	Dôbar Mistëmmeng, Engraver	Wall

Still, even they could offer no certainty that we could successfully waylay the demons. With that in mind, I ordered the Electivire Wires, to be led from that moment on by Paddywagon Man herself, to stand guard outside the first key point, in case it should become necessary to distract our foes. I hoped, though, to avoid what would certainly mean sending dwarves and pokémon to their deaths.

It quickly became clear that my hope of protecting the minecart shaft would not be realised. I ordered the area abandoned and walled off at a higher level. The Electivire Wires withdrew to the second key point.



A stray war-trained Alolan Geodude left behind in the shaft area was the first to meet the onslaught. Though it was no match for the Hellish monster, it was able to provide a brief but welcome distraction to cover our hasty wall construction effort.

Her right lower arm is smashed open. Her left eye is mangled beyond recognition. Her body is silver. Her eyebrows and hair are black.

Not far away, a Kite Fiend began to engage the last surviving war-trained Probopass. This battle was a little more matched, and it looked, at first, like it could go either way.



The other battle was less ambiguous. Within minutes, all that was left of the trained Geodude was a pile of gabbro.

Nethgöneb, Snail Fiend  
gabbro  
granite Cavern Floor

As the kite fiend was distracted by the Probopass, a surprisingly brave beekeeper stepped in to take a few good swipes.

The beekeeper stabs the kite fiend in the left wing with his <bronze spear>, tearing the fat!  
The beekeeper misses the kite fiend!  
The beekeeper stabs the kite fiend in the right lower leg with his <bronze spear>, tearing the muscle!  
Endok Likotrithlut, Beekeeper: This is a fight! I laugh in the face of death!  
The beekeeper misses the kite fiend!

Meanwhile, foolish dwarves attempting to take the main stairway ran directly into a horde of Shade Monsters.



Though the results were predictable, a Brute of Waste entered the fray and covered the hallway in webs that I hoped would slow the other demons. I am sure that Dodók the miner would understand the value of his sacrifice.

disturbing. He personally values sacrifice. He dream

The shade monsters are so terrifically strong that they did no more than push on his limbs to kill him. Truly, they are fearsome beasts that hide in the depths, and Pocketball's doom was sealed when it unsealed their tomb.

The shade monster pushes the miner in the left lower leg, but there is no force!  
The shade monster pushes the miner in the right lower leg and the injured part explodes into gore!  
An artery has been opened by the attack!  
The force bends the right knee and the part splits in gore!  
A ligament has been torn and a tendon has been torn!  
The miner falls over.  
The miner gives in to pain.  
The shade monster pushes the miner in the left upper arm and the injured part is smashed into the body, an unrecognizable mass!  
An artery has been opened by the attack!  
The force twists the left shoulder and the part splits in gore!  
A ligament has been torn and a tendon has been torn!

At the same time, the kite fiend finally noticed the beekeeper harassing it, and took the matter into its own wings and feet.

The kite fiend grabs the beekeeper by the third finger, right hand with her right wing!  
The kite fiend throws the beekeeper by the third finger, right hand with the kite fiend's right wing!  
The kite fiend kicks the beekeeper in the left upper arm with her left foot and the injured part explodes into gore!  
An artery has been opened by the attack!  
The beekeeper loses hold of the <bronze spear>.

As the desperate fights continue, more pokémon, dwarves, and demons became embroiled. Several pokémon and dwarves were killed, but the same cannot be said of demons. Even our heroic blacksmith, who I am told was named Fluffy911 or something to that effect, was laid low by Lustsucked the snail fiend, the apparent leader of this monstrous band. Etur, a legendary engraver, was also killed by another snail fiend, and the King himself blundered into the pack of shade monsters waiting in the main stairway. Still, even amid all this death, the Probopass continued to hold firm, and hope remained as long as the fiends did not reach the choke point where the wall was to be

built. Even as the King died, along with many others, the first loss was also sustained by the horde, as Bomrek the miner managed to kill a shade monster with a sturdy punch before being overwhelmed himself.

While all this took place just under the surface, an Elven caravan arrived to trade. It was at this moment that I was struck with a brilliant flash of inspiration: all this was taking place *underneath the surface*! If all descending stairways on the surface could be floored over, there would always be the possibility of survival. Hastily, I ran to the surface and began giving orders.

At that moment, a foreign dwarf who had been visiting Pocketball asked me for permission to become a citizen and join the battle. Needless to say, I acquiesced. He also informed me that Paddywagon Man has been found dead, bitten in the head by a snail fiend; however, I'd heard that line before, and she always turns up again. I later discovered that, around this time, the beasts had finally run into the massed military, and were beginning to take losses; in the moment, though, my primary concern was sealing the surface. It also occurred to me that it would be wise to ensure the safety of the Queen as well, so I told the mercenary to tell her she was being formally inducted into the military and ordered to join me on the surface. I had no idea whether she would take it well, but I hoped she would understand the need. Unfortunately, I would soon learn that she took her induction all too well, and ran off with bloodlust to fight the demons instead of fleeing. As is widely known to any patriotic dwarf of the Scholarly Rags, Queen Asob the First died that day. I accept no responsibility for this. Around this time, I was told by one of the dwarves wandering around not sealing the stairwells that a local exotic dancer, Shem Blizzardpeaceful the goblin, had been elected mayor. With no better ideas, and seeking to save at least some of Pocketball's upper classes, I decided to have Shem ordered to join me on the surface.

I would later learn that, as I was working on getting the exits sealed and waiting for Shem to arrive, the tide was decidedly turning below. Between the military, a few mercenaries, and some more resilient pokémon, the size of the horde was slowly but inexorably dwindling. Still, I knew none of this, and thought it wise to assume the worst in order to save as much of Pocketball as possible. In any case, the fort's population was also slowly but inexorably dwindling; I soon received word that my own mother had just died in the battle, making me an orphan. Unlike those of my father, her bones, I thought, might never be recovered. There was no time to dwell on this. Moments after I learned of my mother's death, the mayor finally arrived, and to my utter amazement I realised that it was none other than Paddywagon Man standing before me! I had never noticed before that Paddywagon Man was actually a goblin, nor for that matter a dancer. He - for I also discovered that I had been mistaken earlier, and Paddywagon Man was a man after all - told me that, until this chaos had broken out, he had been keeping that secret, using the alias Shem to obscure his double life. Floored, I assured him of my absolute discretion, which I have maintained to this day. Even now I tell the story only with the permission of his estate.

**'Paddywagon Man' Rismalbewa, Sexy Goblin Mayor**

The costs were unthinkable. The broker's Ampharos was dead. But the surface had been sealed, and, far below, though I didn't yet know it, the orders I'd left days before to wall off the path from the core of the fort to the demon-infested stairwell had finally been followed. Pocketball was safe, for the moment, if a little emptier. Now with a chance to breathe, I took a moment to confer with the other survivors on the surface to tally the dead. To my great relief, some of those whose deaths had been reported came forward to dispute the reports in person; in particular, FirePhoenix11 the Pokémon Professor claimed to have risen from the ashes, Taupe the macedwarf insisted she escaped by pretending to be a Diglett, and Fluffe9911 and Lord\_lemonpie, chiming in from below through the newly-laid garnierite block floor, argued quite forcefully that the vague reports of the deaths of "Fluffy911" and "Lord Lemon Party" never really referred to them in the first place.

After eight solid days of fighting, our troubles seemed to be over, except of course for those individuals still sealed in with the demons. I finally took a moment to conclude trade with the elves. The supplies we had carried up to the surface before it was sealed off were few, but the elves' goods were no less meagre, so with an assortment of large or worn armour and a small pile of gems I purchased their entire stock of food, musical instruments, and pokémon. Having in the process realised that I had no idea how to estimate the value of any of these items, and had probably wildly overpaid, I ran off to inform Paddywagon Man that I was declaring him our new broker. I also took the time to fill a few other management positions that had been emptied in the crisis. Finally, deciding that I had put it off long enough, I took a deep breath and began to deconstruct one of the sections of flooring, reuniting the surface with the core of Pocketball.



After surveying the situation, I decided to follow Paddywagon Man's lead in one of his more successful plans, by ordering some fortifications dug near where a couple of Kite Fiends were busily rending a Gastly. The Gastly's diffuse form made it surprisingly resilient, so that despite sustaining grievous wounds it was able to survive and distract the hateful monsters long enough for DrewLegend's Attic of Mimikyu to pick them off. Unfortunately, they were quickly overwhelmed by the smell coming off the giant pile of corpses in that hallway, and had to regroup.



In the process, I noticed that several of the mercenary crossbowmen DrewLegend had hired refused to actually fire a bolt, preferring to stand around and pretend to help. This did not surprise me, because humans are useless.

Around the same time, a scholar visited Pocketball and almost immediately had his arm torn apart by a Shuppet.

The spinning XShadow BallX strikes the human scholar in the left lower arm, fracturing the bone through the <large jute cloak>!  
The force pulls the left elbow, tearing apart the muscle and bruising bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!  
Bugi Rarsesinid, Human Scholar: Can it all end so quickly? Begone fear!  
Bugi Rarsesinid, Human Scholar: I've been wounded. It's annoying.  
Bugi Rarsesinid, Human Scholar: I must withdraw!  
Bugi Rarsesinid, Human Scholar: I must withdraw!  
Bugi Rarsesinid, Human Scholar: I must withdraw!  
Bugi Rarsesinid, Human Scholar: I must withdraw!

Meanwhile, several weeks of sustained fire had yet to bring down the two Kite Fiends, although the Gastly was also still holding firm. Finally, a lucky shot downed the first, but the second remained resilient for another month, until I finally decided to tear down the pillar sealing the hallway and send the useless humans to fight it by hand. After they all died, I sealed the passageway again and sent the Rings of Rowlet, now remade as an all-dwarf squad under DrewLegend (a human having been given temporary command of the Attic of Mimikyu in order not to risk anyone important) back to the fortifications to continue firing.

While the Rings of Rowlet ignored orders, a few more dwarves blundered into the demons after a back entrance was inadvertantly opened, including the Pokémon Professor, who died trying to save a Magnezone from a Shade Monster. As far as I could tell, he did not appear to be rising from the ashes. Paddywagon Man nearly did the same, but I pulled him back at the last second. The population had



fallen to 88 survivors, including newly-arrived migrants. The remaining Kite Fiend still battered the Gastly. Other demons continued to crowd the stairwell they had claimed. Certain dwarves who survived a trip through the temporary back entrance reported that the caverns had been set aflame. Thus did the summer of year 58 arrive to Pocketball.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 27, 2017, 07:40:58 pm**

Please tell me Beirus is still alive, he's our best fighter and the only founder still alive as far as I can tell...

Also Kadol Metbolts the Scorching Neutrality of Labyrinths, I bet he's been kicking demon ass all over the caverns.

Nice job handling that demon invasion which was in no way anybody's fault! Those demons must have thought they had us when they cleverly built that hidden rock floor, but you showed them. And I'm the highest-ranking person in Pocketball again, even if I'm a sexy goblin dancer now!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 27, 2017, 10:51:22 pm**

Letter to Paddywagon Man  
Blizzardpeaceful, Sexy Goblin Mayor  
from the desk of Maximum Spin  
Spatteredgorges, overseer

I received your inquiry regarding the status of certain citizens. I am pleased to inform you that both Beirus Relicamuse and Kadol Metbolts etc. are alive and well. In fact, I have just promoted Beirus to Champion of Pocketball, although we have yet to select an Elite Four. Your input on the subject would be appreciated! Meanwhile, Kadol was last seen in one of the nesting areas, flirting with a female Crobat.

Yours,  
Maximum Spin  
Spatteredgorges, overseer.

ps. Please enjoy the following woodcut from my memoirs, as a teaser for the chapter on which I'm currently working.



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **August 27, 2017, 11:31:23 pm**

Poor, poor stungin. I was really starting to like the little guy. Also, can I get that Larvitar I asked about back when it was caught? I figure I need an imposing Pokemon while I'm champion, and since we don't have a legendary or mythical Pokemon, a pseudolegendary is the next best thing.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 27, 2017, 11:47:28 pm**

NOOOooooOOoOOOOOoooo

On my honour as a goblin giggolo, I'm going to make you pay for this! CURSE YOU, MAXIMUM SPIN!

AND YOUR LITTLE AMPHAROS TOO!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 27, 2017, 11:48:09 pm**

also I gave you the Larvitar back during my reign Beirus, I just forgot to put it in the update.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 28, 2017, 02:08:27 am**

You already have the Larvitar. I think there may have also been another one, but demons ate it.  
Available pokémon include:

- TAME**
- Primarina, ♀
  - Muk, ♀ ×2
  - Grimer, ♀
  - Probopass, ♀
  - Probopass, ♂
  - Crobat, ♂
  - Magnemite, ♀
  - Unfezant, ♂
  - Herdier, ♀
  - Mimikyu, ♂
  - Bunnelby, ♀
  - Gogoat, ♂
  - Gogoat, ♀
  - Serperior, ♂
  - Serperior, ♀
  - Froakle, ♀
  - Decidueye, ♀
  - Average-size Gourgeist, ♂
  - Super Size Gourgeist, ♀
  - Torchic, ♀
  - Emboar, ♀
  - Meganium, ♀
  - Braixen, ♀
  - Galvantula, ♂
  - Wobbuffet, ♂
  - Bulbasaur, ♂
  - Combusken, ♂
  - Squirtle, ♂
  - Rowlet, ♂
  - Servine, ♀
  - Sableye, ♀

Lunatone, ♀  
Marshomp, ♂  
Snivy, ♀  
Gigalith, ♂  
Reuniclus, ♂  
Alolan Geodude, ♂  
Alolan Diglett, ♂  
Mamoswine, ♂  
Mamoswine, ♀  
Skiddo, ♀  
Stantler, ♂  
hunting Serperior, ♂  
hunting Galvantula, ♀  
hunting Galvantula, ♂ ×2  
hunting Bronzong, ♀  
hunting Dugtrio, ♂  
war Delphox, ♂  
war Muk, ♂  
war Alolan Muk, ♀ ×2  
war Serperior, ♀  
war Mamoswine, ♀  
war Ampharos, ♂ ×3  
war Ampharos, ♀  
war Eelektrik, ♂  
war Samurott, ♂ ×2  
war Sylveon, ♀  
war Charmeleon, ♀

**TRAINED**  
-Graveler, ♀-  
-Cleairy, ♂-  
-Eelektrik, ♂- ×2  
-Eelektrik, ♀- ×2  
-Alolan Geodude, ♀-  
+Excadrill, ♀+  
\*Alolan Geodude, ♀\*  
+hunting Alolan Graveler, ♂+  
+war Eelektrik, ♀+  
+war Excadrill, ♀+  
+war Mamoswine, ♀+ ×2  
+war Tauros, ♂+  
\*war Tauros, ♂\* ×2

**WILD**  
Semi-Wild Munchlax, ♂  
Wild Muk, ♂  
Wild Muk, ♀  
Wild Loudred, ♀  
Wild Eelektrik, ♂ ×2  
Wild Alolan Geodude, ♂

Among vermin we also have one each of surskit, combee, masquerain, paras, joltik, and grubbin.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Zavvnao** on **August 29, 2017, 11:17:47 am**

I am still a newb at fortress mode, but I will see if I can try this after playing with the mod some.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 29, 2017, 05:39:24 pm**

Don't know who the E4 would be, but I made a ridiculous number of green (garnierite) and red (cinnabar) blocks if you want to make gyms or something... and there's a fair amount of Microcline minded out, I just didn't get around to blocking it.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 30, 2017, 08:01:52 pm**

Hey everyone.  
~~The little project that keep me out of the forums went wrong, like very wrong.~~  
~~My hopes and dreams turn into Chernobyl.~~  
Can I be dorfed again?  
Is it too late now?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **August 31, 2017, 12:44:26 pm**

Sorry to hear that! If it's any consolation, Chernobyl is actually really nice now, with all the people gone it's become a sanctuary for animals. I don't know the specifics of your personal Chernobyl but I'm sure things will turn out for the best.

And I'm sure Maximum Spin will be happy to have a fellow Ampharos lover in the fort.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **August 31, 2017, 09:04:44 pm**

Quote from: Paddywagon Man on August 31, 2017, 12:44:26 pm

Sorry to hear that! If it's any consolation, Chernobyl is actually really nice now, with all the people gone it's become a sanctuary for animals. I don't know the specifics of your personal Chernobyl but I'm sure things will turn out for the best.

And I'm sure Maximum Spin will be happy to have a fellow Ampharos lover in the fort.

That little Chernobyl fact put a smile in my shit-face.  
In a less sad topic. Can I ask why if my name was Nopal **Fikodar** in the statue/tribute says Nopal **Glazedfleshy**?  
Did I die twice or somethin'?

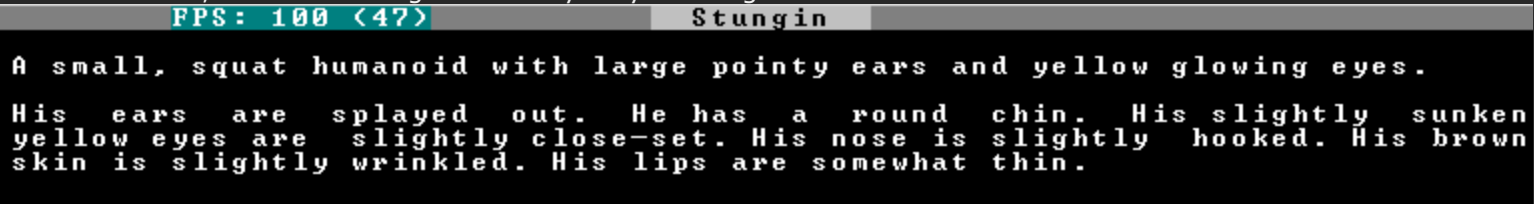
Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **August 31, 2017, 10:23:32 pm**

Sorry it seems to be taking as long, everyone. This is honestly the slowest fort I've ever played; I didn't even know the FPS counter could show "0 (0)". I'd still like to finish out the year if nobody minds, though.

Also, Nopal: DFWiki (<http://dwarffortresswiki.org/index.php/Language>) says that "Glazedfleshy" is the translation of "Fikodar", so it's the same name, just displayed in English instead of Dwarven.

Excerpts from A Million Little Pichus: A Memoir, by Maximum Spin Spatteredgorges

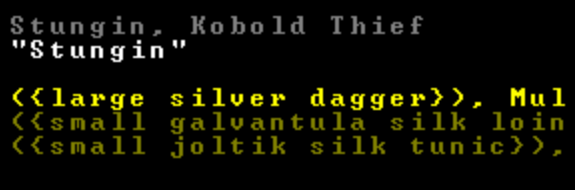
As summer began, a ray of sunlight appeared. Not in the literal sense, although the surface was sunny as ever. No, rather, Stungin, the fortress mascot, arrived once again for his yearly blessing.



Needless to say, I ordered him killed on the spot.



Of course, I didn't really do anything of the sort at all. It was just a clever marketing ploy I developed to help build my brand. To this day, I'm not sure what a brand is, but I hope I've done well building it. In the meantime, Stungin performed his usual benediction and ran off, although, this time, not crying. I wondered if the crying was good or bad, and whether I should try harder to make him cry next time, but I never found a satisfying answer to this question. I even offered him a gift, but he didn't seem to notice, so I left it out in the field in the hope that he would pick it up the next year.



After Stungin left, I turned my attention back to the second Kite Fiend, which continued to attempt to tear apart an intangible ball of gas, to little success. The thing had accumulated an enormous number of scars during its stay in Pocketball, but seemed to lack any intention to leave any time soon.



It was becoming increasingly clear that disposing of the escaped demons was to become the centerpiece of my reign. Although the Kite Fiend remained the top priority, I began contemplating a plan that could make a sizeable dent in the population still trapped in the closed-off stairway, particularly taking out, I hoped, the most dangerous, fire-breathing demons.

But on the surface, a different sort of fire-breathing took our attention, as the caravan from the Nation of Harvesting arrived and somehow managed to set afire one of the small unburned patches of the surrounding fields.



Pocketball's crack investigative team quickly went to work and discovered the likely culprit, but, once identified, it was no less horrifying and inexplicable.



A strange oily slick with a nauseous odor was found floating on the surface of the brook near where the fire started. It was still hot enough that the water underneath gave off a veil of steam, and we determined that, before it reached the water, it must have been more than sufficient to spark a grassfire. I personally sent for the scholar RedMageCole, the closest thing Pocketball has to an expert, to determine its composition, and his report was chilling.



We were looking at the meagre remains of a molten Charmeleon. Nobody could say quite what had happened, or why, but it was clear that, somehow, a captive Charmeleon brought by the merchants had discovered an innovative, gruesome new form of Selfdestruct. It seemed that we had only been lucky that it did not wait to pass our walls before testing the move.

Before long, Paddywagon Man concluded trade with the humans. He said it was very successful and that we acquired valuable raw materials and pokémon, as well as some exotic musical instruments he wants to use to start his own nightclub. He also said that he learned a great deal about the art and science of passing off ratty hand-me-downs as valuable trade goods, but I figured he was just putting me on in revenge for the whole Stungin thing. He really liked Stungin and believed me for a while when I said I was going to have him killed.

As Malachite rolled in, a small group of immigrants arrived from the west, bringing us to a total of ninety-four non-pokémon heads. This



wouldn't normally be notable, except that I was utterly flabbergasted to find FirePhoenix11 among their number! I gaped at him for a while and tried to stammer out a question to the effect of how he managed to be there when he was last seen being torn apart by a shade monster, but he just gave me a smug look and went back to his studies. It seemed that, wherever he had been, he had found a familiar-looking assistant to help document his research.

Reunicleus, Scholar

FirePhoenix11, Thatthilfath, Pokémon Professor

Nopal, Amalerai, Professor's Assistant

Somewhat begrudgingly, I also approved the assistant's request for a breeding pair of Ampharos.

The Shade Monster that killed, or seemed to kill, the Pokémon Professor near the end of spring had been harmlessly battering a Magnezone in a back stairway for more than a month, so I didn't consider it a primary concern. That was before DrewLegend, formerly captain of the Rings of Rowlet, went missing shortly after having been seen charging into the same stairway. It was obvious what had happened, even though we couldn't get to the body to confirm his death. Unsure at first how to proceed, I decided to risk sending some of the more expendable military squads to hopefully remove the problem.

While the army continued to waste time, the Shade Monster tore apart an Ampharos (not one owned by anyone important, but still a tragedy), a Delphox, and a Mamoswine before returning to its favoured Magnezone punching bag. On the surface, a human bard was killed by a Reunicleus. Irritated at all the death occurring on my watch, I located the last remaining dwarf of the Rings of Rowlet and informed him that he was now DrewLegend. He did not protest. He and Paddywagon Man were then ordered behind newly-carved fortifications to engage the Kite Fiend. Before they could leave, FirePhoenix11 called me over to let me know that he had learned "a few facts about munchlax training"; no sooner had I finished politely pretending to care than I heard the word that the Shade Monster had finally been taken down with no further losses. It was hard to tell, but I thought the Professor looked grimly satisfied.

Now that the Shade Monster was no longer alive to exhaust itself bashing an inert pile of metal, several citizens had taken it upon themselves to continue the task in an initiative I decided to refer to as No Magnezone Left Behind. Far below, a gremlin appeared in the caverns, then ran off. I was mildly disappointed, since I had no idea what any of Pocketball's levers actually did, and the gremlin could have proven instructive. In any case, ranged fire was still ineffective against the Kite Fiend, so, given the success of this tactic against the Shade Monster, I decided to order a direct engagement. The way was opened just as Autumn began to unfold.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **melkor** on **September 01, 2017, 02:38:15 pm**

I read something about new players so i'll take a turn

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **September 01, 2017, 03:02:24 pm**

As an average DF player, struggling between 4-0 fps sounds very painful/boring. Kudos Maximum Spin you've done great. Maybe it's time to start a new fort ([http://dwarffortresswiki.org/index.php/DF2014:Maximizing\\_framerate](http://dwarffortresswiki.org/index.php/DF2014:Maximizing_framerate)) in a new pocket or small world, if we keep a low population cap it could turn into something epic (<http://www.bay12forums.com/smf/index.php?topic=156319.msg6814181#msg6814181>). \*Winks at RedCole\* Anyway I'm pretty sure the fps death is MCreeper's fault. He and his stupid water tower...  
Spoiler: [h8](#) (click to show/hide)



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **September 02, 2017, 01:33:10 am**

Although I would hate to see FPS death claim the fort, starting a new one could be interesting. Let's at least wait until that Kite Fiend goes down though, it'll be out fort's crowning moment.

And I wouldn't mind seeing that nightclub come together.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **September 02, 2017, 01:36:44 am**

Quote from: [Nopal](#) on [September 01, 2017, 03:02:24 pm](#)

As an average DF player, struggling between 4-0 fps sounds very painful/boring. Kudos Maximum Spin you've done great. Maybe it's time to start a new fort ([http://dwarffortresswiki.org/index.php/DF2014:Maximizing\\_framerate](http://dwarffortresswiki.org/index.php/DF2014:Maximizing_framerate)) in a new pocket or small world, if we keep a low population cap it could turn into something epic (<http://www.bay12forums.com/smf/index.php?topic=156319.msg6814181#msg6814181>). \*Winks at RedCole\* Anyway I'm pretty sure the fps death is MCreeper's fault. He and his stupid water tower...  
Spoiler: [h8](#) (click to show/hide)



Why? It wasn't even enabled for long, it was destroyed in less then a year after i built it. ( ;D?)

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **September 02, 2017, 02:32:37 pm**

You're right Paddy there's still two more guys waiting in the overseer list so we'll have to ~~send them to the new fort~~ wait.  
Also it seems Cole is busy right now.  
Quote from: MCreeper on September 02, 2017, 01:36:44 am

Why? It wasn't even enabled for long, it was destroyed in less then a year after i built it. ( ;D?)

~~I just wanted an excuse to draw our forgotten beast one last time, and you better bring your ass to the new fort bc we are going to need all of our classic overseers.~~  
7.8/10 Too much water.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 03, 2017, 12:28:03 am**

Cole is busy but alive, and a new fort would be splendid! What kind of population cap do you think we should go for on this go-around? Because if we try, a new mega-project could be glorious. At the same time, I totally get the FPS death; it was awful on my end.

But I'll be more than willing to start a new fort! And I'll want everyone in it, too! ~~Yes, even you, MCreeper, but if you rush anyone again I'll lock you in a room filled with Magcargo.~~

What would our goal be for the mega project? Would it just be Archcrystals with Pokemon or something else?

(Also, I'd like to wait til Phoenix finishes the next Pokemon update)

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **September 03, 2017, 01:48:27 am**

At the risk of sounding as defeatist as a Timid Archeops, I don't think we have it in us to make another Archcrystals -Sethatos is truly a legend in his own time.

We could make an even bigger gulpin tomb though...

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **September 03, 2017, 09:52:07 am**

If before artifact release - no, just no. I don't want another sucession game on version must unfit for succesion games.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 03, 2017, 11:55:23 am**

Quote from: Paddywagon Man on September 03, 2017, 01:48:27 am

At the risk of sounding as defeatist as a Timid Archeops, I don't think we have it in us to make another Archcrystals -Sethatos is truly a legend in his own time.

We could make an even bigger gulpin tomb though...

Fair, fair. Maybe we could aim to Catch 'Em All? Like; create a room with 821 little rooms for each Pokemon to be put in (plus nestbox and grass for grass-types). But that'd require having to make sure every species of Pokemon spawned in the world...

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **September 03, 2017, 03:11:58 pm**

Quote from: RedMageCole on September 03, 2017, 12:28:03 am

What kind of population cap do you think we should go for on this go-around? Because if we try, a new mega-project could be glorious.  
What would our goal be for the mega project? Would it just be Archcrystals with Pokemon or something else?

Well, the challenge could be try to survive with a population cap of 60 Urists or so, in a 2x2 embark size. The goal I've got in mind is pretty simple... take care of our fps in order to get a long-live (and somehow still playable) pokémon fortress.  
And even if we can't catch the 821 pokémon and ~~ultra-beasts~~ due to spawn stuff we can always make a little zoo with our coolest pokémon **IN HELL** in the circUS. [Archcrystals Intensifies]  
Quote from: Paddywagon Man on September 03, 2017, 01:48:27 am

We could make an even bigger gulpin tomb though...

This too.

Fake edit- I guess now we'll have to wait till the new Dwarvemon update gets released. This time i would like to be oveerser in the first or second year as I still only can make som' basic DF stuff.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 03, 2017, 09:56:50 pm**

The good news is, the FPS is higher than it was, and clearing out the rest of the demons would probably bring it back to normal levels. Also, Paddywagon Man, I finally got the dwarves to reinstall the gold sarcophagus this season, and I assigned the Gulpin Tomb to the Sexy Goblin Mayor. Autumn follows.

Excerpts from A Million Little Pichus: A Memoir, by Maximum Spin Spatteredgorges

Just as Ber, the miner, broke through the wall and the army began to advance on the Kite Fiend, Stungin was spotted on the surface! At the time, I chose to interpret this as a good omen. He was even reported to be crying, which bolstered my spirits immensely. Surely, with a sign like that, the foray in the depths could never fail.

```
Stungin, Kobold Thief
"Stungin"

<<large silver dagger>>, Multigrasp
<<small joltik silk loincloth>>, Lower body
<<small joltik silk tunic>>, Upper body
coating of Stungin's kobold tears <right eye>
coating of Stungin's kobold tears <left eye>
```

And, despite all this hubris, I was correct. Although one expendable human had his arm ripped off and another's ankle was broken, the human swordmaster Imo Strankawe, previously slayer of miscellaneous goblins and a forgotten beast, clove the demon's head asunder with no losses on our side.

```
≡adamantine battle axe≡, tearing apart the muscle!
The human Swordmaster slashes the kite fiend in the head with his
≡adamantine short sword≡ and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
```

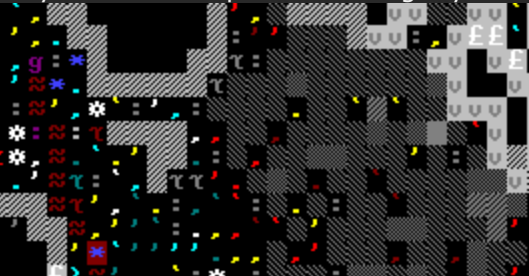
Four Notable Kills

```
Acik Cyclonebolted the Abyssal Deep's forgotten beast, d. 55
Ngoso Tormentcarries the goblin, d. 56
Nako Malignelbows the goblin, d. 56
Typhoonwhipped the Flowery Hide of Teeth the kite fiend, d. 58
```

In this final, definite, and, dare I say, slightly anticlimactic way, one of the greatest threats Pocketball has faced was laid low. I will always believe that it was Stungin's blessing that allowed our success.

I decided that, before starting my incredibly dangerous plan of caving in the ceiling directly over the demon stairs, it would be wise to fix Paddywagon Man's trap and try running that properly. In the meantime, Autumn seemed much calmer now that the demons were secure again, at least for the moment. I decided to branch out into more traditional projects, and ordered the mining of new areas... however, the demon war had taken such a toll on the population that it was unclear whether it would even be possible to finish anything.

Soon, the caravan from our own Scholarly Rags arrived. Paddywagon Man took this opportune moment to wander into the caverns looking for some piece of equipment, and apparently stumbled into a nest of Lampent who set the place on fire again. Luckily, he survived with only a smashed spine and a slightly melted head, but it meant that trading was delayed while he recovered.



While we prepared to trade, of course, mandatory rag-dragging duty left Pocketball's industries and expansion paralysed. It also obstructed medical care for Paddywagon Man and two other injured citizens. Musing about how the human who lost a hand in the battle was already back to work, while the one who shattered an ankle remained useless in the hospital, I briefly considered the merits of declaring a universal amputation policy for all wounds. Sadly, it was clearly impractical without a demon to perform the procedure. It was at this point that I noticed that the third injured citizen was in fact Pocketball's best bone doctor, hospitalised with a broken bone. The irony was one thing, but it was even more clear that Pocketball desperately needed to replace its many losses if we ever wanted to get anything done again.

With that in mind, I personally sutured Paddywagon Man's spine with some adamantine thread I found in the hospital's stocks. In no time, he was ready to get back up and... wander around the fortress putting away all his stuff. Nevertheless, eventually he got around to making an appearance at the depot, and began to trade. As usual, the caravan brought little of use, but Paddywagon Man was able to acquire some food, pokémon, raw materials, and, most importantly (to him), more instruments for his future nightclub.

Soon after, a brewer was beaten on Paddywagon Man's orders for not making enough flashy jewelry for Paddywagon Man. He survived. At more or less the same time, numerous furret began to ambush our galvantula while hunting on the surface; each was inevitably killed when dwarven or human soldiers became involved, but the galvantula generally did not survive. A wild mimikyu interposed itself with predictable results; I elected not to inform RedMageCole.

```
The flying <iron bolt> strikes the mimikyu in the head and the injured
part is cloven asunder!
The mimikyu is propelled away by the force of the blow!
The mimikyu's head skids along the ground, bruising the fat!
The mimikyu slams into an obstacle!
```

Deep below, an excadrill killed one of our more useless peasants, a mediocre trader whose life theretofore had been dedicated mostly to standing around being jealous of Paddywagon Man's job. Frankly, I was mostly just relieved to have dwarves dying from something other than a demon again. A while later, a rampaging roggerola killed one of our pet feraligatrs underground, which was mildly irritating, as I've always had a fondness for feraligatr. Not as much as for mareep, of course.

Finally, I received word that some migrants had decided to brave this terrifying place, knowing it may be their tomb. Melodrama aside, we could have used all the hands we could get at that point. Some of them were even vaguely useful. As Timber rolled in, our population reached an even 100, considering all dwarves, elves, humans, and goblins together. Over the next couple of days, it swelled to 102. Mayor Paddywagon Man wasted no time acquainting the new arrivals with the delights offered by Pocketball in his own typical way.

**'Paddywagon Man' Rismalbewa, Sexy Goblin Mayor** **Serve Blackberry Wine!**

It occurs to me here to note that, in the aftermath of the demon rampages, the population demography of Pocketball had become perhaps just a bit skewed.



Population :		102
Miners		2
Woodworkers		3
Stoneworkers		3
Rangers		5
Metalsmiths		4
Jewelers		2
Craftsdwarves		3
Nobles/Admins		31
Peasants		None
Dwarven Childrn		20
Fishery Workers		1
Farmers		15
Engineers		3
Trained Animals	A	39
Other Animals	A	108

Still, our nobles and administrators - myself included, I'd like to imagine - were at least more useful than the average. Our children less so, but they at least promised that the future of Pocketball would be brighter than its present. At least, that's what I hoped.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 04, 2017, 12:57:33 am**

Man, I sure wish I had another Mimikyu to my collection.  
Hey, I thought I saw another Mimikyu outside; what happened to it?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **September 04, 2017, 12:03:46 pm**

How many demons are left? And what kinds?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 04, 2017, 02:58:03 pm**

Letter to Paddywagon Man  
Blizzardpeaceful, Sexy Goblin Mayor  
from the desk of Maximum Spin  
Spatteredgorges, overseer

Please find enclosed my collected list of all confirmed demons occupying Pocketball. I hope you find it enlightening. I have also included the Badger for scale.

From To: Iscophut, human recruit	Caged Prisoner
Shade Monster	Underworld
Boiling Devil	Underworld
Boiling Devil	Underworld
Boiling Devil	Underworld
Brute Of Cinders	Underworld
Flare Specter	Underworld
Snail Fiend	Underworld (Caged)
Kite Fiend	Underworld
Boiling Devil	Underworld
Brute Of Waste	Underworld
Brute Of Waste	Underworld
Brute Of Waste	Underworld
Brute Of Waste	Underworld
Brute Of Waste	Underworld
Shade Monster	Underworld
Burning Demon	Underworld
Kite Fiend	Underworld
Kite Fiend	Underworld
Uker Unnosad, Brush Titan	Uninvited Guest

Yours,  
Maximum Spin Spatteredgorges, overseer.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 06, 2017, 05:29:49 am**

I hate to double-post, but I need to ask a quick question... Which lever should I pull if this soirée that might hypothetically be taking place goes sour?



I'm certainly taking suggestions from people who have no clue, of course. We'll put it to a vote. :P

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **September 06, 2017, 07:52:02 am**

Depends on where it is. If it near the entrance then  
Upper right lever: opens floodgate on surface level  
Lower right lever: opens and closes water supply form the brook  
Left lever: opens floodgate on top of the tower.  
Lever in dining hall: opens floodgate to dining hall, for all your tomb-flooding needs.  
But since water tower is broken, nothing of it will do much. Except probably lever in dining hole, there will be a little flood

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **September 06, 2017, 12:15:40 pm**

I would recommend against attack those demons directly. The fire and webs they'll be laying down means that we'll be more or less unable to fight.  
  
On the bright side, all the web and fire demons are made of flimsy stuff, so they can easily be shot to pieces. And then the melee dwarves can clear out the Kite Fiends, though don't expect to take them down without losses.  
  
Or build a bunch of weapon traps and stick a gastly in there - if they're as invincible as you say, they'll be able to survive friendly fire from the traps, and the web demons will gum up the non-webbers and turn the trap corridor into a blender.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 07, 2017, 03:44:02 am**

Almost done. Just wanted to make you all live through one more cliffhanger. Also, my ability to take screenshots mysteriously malfunctioned just as things were getting good, but hopefully I was descriptive enough to make up for it.

A vile force of darkness has arrived!

The goblins were upon us almost as soon as we noticed them. They brought Shelgon, Gabite, and strange pokémon they called "beak dogs", as well as the now-familiar "trolls". As they poured out across the southern hill I wasted no time in ordering the entire military to confront them. That is, the entire military except for the one squad I had formed as a bureaucratic procedure, the Fleeing Flaaffy, consisting only of myself. The Fleeing Flaaffy were ordered to stay in reserve well away from the battle, naturally.

As I hoped, human mercenaries were the first to engage the enemy. After all, what purpose do they have if not to give their lives to protect dwarvenkind? I wondered, though, if they would be enough to hold the line (now teeming also with Golbat and Garchomp, suggesting that perhaps the goblins have chosen to maintain a 'G' theme), and whether Pocketball had one of those popular entrance-sealing bridges I've heard so much about from other fortresses. There was certainly a bridge in the right place, but I had no idea what lever, if any, might be used to close it. I decided to wait for stragglers, then pull whatever lever would seem most logical at the time.



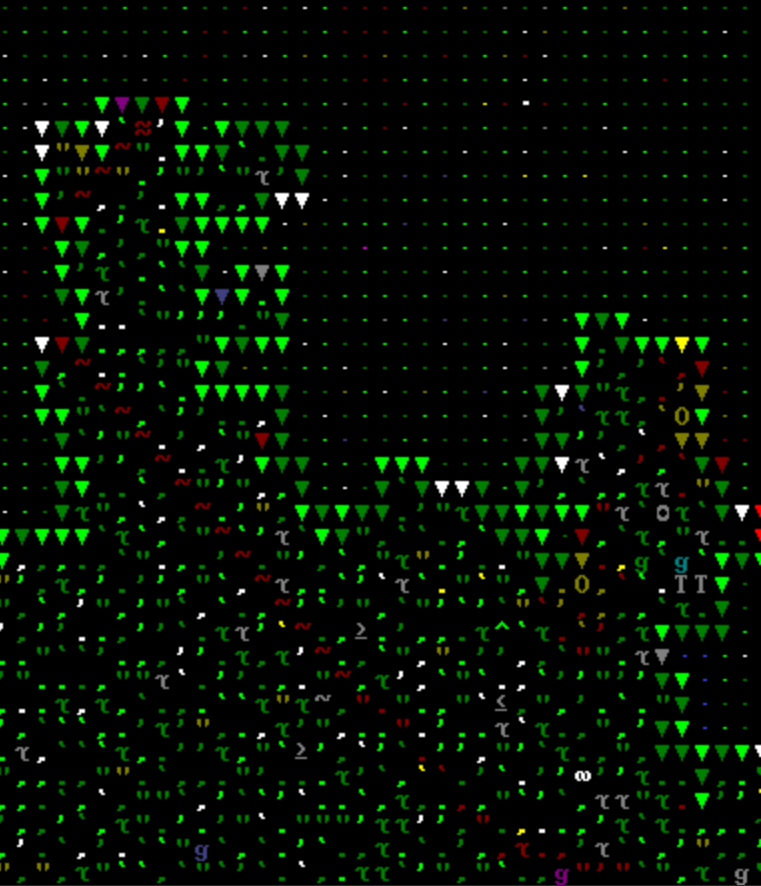
I thought it best to restrain myself to the levers in the small room adjacent to the bridge, where it would be most sensible for a bridge-sealing lever to be found. But there were three levers there, all unlabeled. Perhaps I would pull the granite lever in the far right corner of the room, which was attached to a single rock salt mechanism? Or perhaps the closest rock salt lever on the left wall, also connected to a single rock salt mechanism? Or even the further rock salt lever, connected to a whole pile of mechanisms that would probably mostly not do what I wanted, but one of them might? I had no way to decide. Perhaps I should pull them all? I wondered if there would be time to put it to a vote. Of course, that thought was totally absurd; there simply wasn't time for that, and, for good or ill, I was in charge. I decided to pull all the levers if the situation became dire enough.

[No, I don't have my left and right backward; I'm describing it as seen by a dwarf entering from the top...]

Spoiler: Outside, the battle was getting gruesome. (click to show/hide)



For the goblins, that is. It turned out that they needed to invest in more gym badges, because their pokémon regularly disobeyed them, carrying them far afield in terrified flight, often leaving trails of goblin blood behind them. One particular goblin was particularly unlucky, having been dragged along a twisting path uphill while spraying blood from her ragged leg stump the whole way.



Meanwhile, in the bloody core of the fight, MCreep was vying with a goblin hammerer over the title of hammer supremacy. It was a pretty one-sided contest.

The goblin hammerman misses the militia commander!  
The militia commander bashes the goblin hammerman in the left lower arm with her \*silver war hammer\*, fracturing the bone through the X<<mareep wool cloak>>X!  
The goblin hammerman misses the militia commander!  
The militia commander bashes the goblin hammerman in the left lower leg with her \*silver war hammer\*, chipping the bone through the x<<iron high boot>>x!  
The force pulls the left knee, tearing apart the muscle and bruising the bone and tearing apart the muscle and bruising the bone!  
A ligament has been torn and a tendon has been torn!

Taupe was less lucky, having lost first her weapon, then the use of her good hand, then a foot.

Heavy Bleeding  
Faint  
Ability to stand lost  
Ability to grasp somewhat impaired  
Motor nerve damage  
Sensory nerve damage

Still, she survived, though by a thread. I asked her, afterward, what thought could have given her the drive to fight through such ghastly injuries, and her response seemed eminently reasonable.

"I am a very, very important person."

Deep underground, DrewLegend was stymied from reaching the battlefield by a vicious Roggenrola. It didn't matter much, though, as the goblins were routed with only a few miscellaneous casualties on our side. Two dwarves, three humans, and another Feraligatr gave their lives for Pocketball that day, but so did many more goblins and their various vile allies. The last invader left on the field, a war Shelgon, offered the goblin perspective on the battle's outcome.

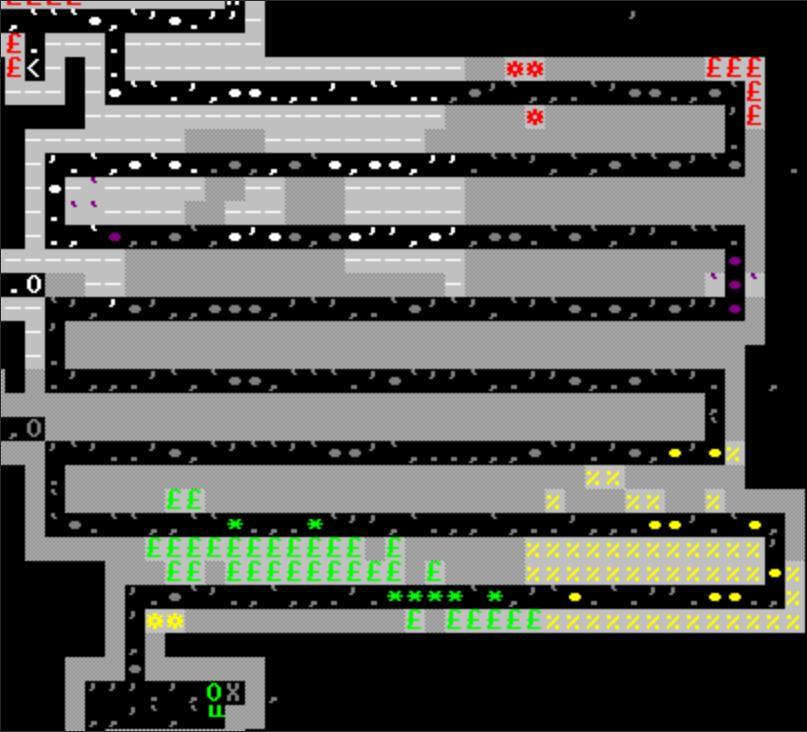
Dang, war Shelgon  
"Dang"  
♀

Naturally, I did not feel the need to pull any levers. This proved to be a good thing, since MCreeper later told me that they would have flooded various parts of the fortress, not sealed the gate. On reflection, I had no choice but to agree that it was perfectly obvious and logical for the set of levers next to the gate to flood random rooms.

During the retreat, our scattered cage traps had captured two war Gabite and, most interestingly, one of those strange Beak Dogs, which I ordered to be installed in the Master-Ball for proper study. As the army began to head home, vomiting steadily along the way, a hunter stumbled upon the Roggenrola in the depths, and began to crush the steel beast with her bare hands. One of RedMageCole's captive Mimikyu went feral in the Mimikyu cubby. Clearly, Pocketball had, almost instantly, returned to the usual everyday routine.

Yet there was still the matter of the demons. After a ludicrous amount of time and effort, Paddywagon Man's trap was finally fixed and prepared for use. With the doors having been wasted in the last, failed attempt, there was no safe way to trigger it; we simply had to hope that we would be able to pull the lever and collapse the block before any demons escaped the target zone. With that in mind, I locked myself in the lever room to ensure that I would be able to pull the lever the instant I heard the signal, and sent someone expendable down to open the passageway.

Pocketball used Attract!  
It doesn't affect DEMONS...



Well, it wasn't entirely ineffective. Two demons appeared from somewhere and began murdering wild pokémon in the caverns. It's possible that these were some of the original foray from my year that escaped into the caverns and may only have been triggered to attempt to return when the path back to their fellows was reopened, since no demons were ever seen leaving their stairway. I decided to arrange to drop the rock I'd had set up directly over their heads instead, and sent the military down to the caverns to clean up the two stragglers.

Just at that moment, with demons loose in the fort again and the tunnel to more wide open, with the military scurrying around in the depths trying to protect from that threat... a wereloris appeared. Luckily, the two demons in the deep were pushovers, dying almost instantly after killing only one of our human meatshields. The wereloris, in turn, killed a child and a hammerdwarf who were wandering on the surface, only to be killed by the crack duo of a random miner with a pickaxe and his Greninja, which he had inexplicably named after himself. Just to ensure that Pocketball would never be without excitement, both were bitten in the process. I decided that, if Catten and Catten survived their initial injuries, I'd draft them to fight the demons.

With that taken care of, I turned back to the demon problem. It was becoming clear that building another lever and connecting the relevant support would take the rest of my term and probably most of the next one, so I finally opted to switch to plan B: order some unlucky passerby to dismantle the support by hand. The citizens of Pocketball generally agreed that this was a massive improvement over Paddywagon Man's typical plans, since, instead of requiring the sacrifice of a miner, it only required the sacrifice of a mason. The winner of this rare opportunity was Rith Cloisterrhymes, a huntress. To everyone's surprise and disappointment, she survived, as did the demons. I quickly ordered that someone, *anyone*, remove the disconnected staircase that I realised was blocking the collapse. Then I realised I should've been more specific, because Beirus, Champion of Pocketball, stepped in to perform the task himself, unaware that there was no other means of support. At the same time, a gem cutter had wandered into the target zone, just to keep things even more interesting. Beirus was thrown clear with a fair chance of surviving; the gem cutter was presumably obliterated. But so, too, were the target demons, and the others nearby were thrown into a state of disarray that I thought might lead them to finally take the other trap corridor.

While studying the aftermath of the collapse, I also discovered how demons had been leaking into the caverns. It seemed nobody before me had ever noticed that the stairway they were occupying opened directly onto a cavern from above, leaving the area totally accessible to flying demons and presumably allowing the others to occasionally fall through. Now six angry demons, most of them web-spinning Brutes of Waste, were loose beneath the fortress, capable of attacking at any time through the side stairwells. Luckily, I figured it would probably take at least a month for them to get anywhere important, making it someone else's problem.

The three other surviving demons, however — a Kite Fiend, a Boiling Devil, and a Shade Monster — were making their way through Paddywagon Man's trap corridor as intended. A few of the flyers even returned to follow their friends this way. I hastily ran back to the Master-Ball to await the signal which was now to arrive from the Attics of Mimikyu, who had been stationed in the area to watch for activity. One of the Attics, human crossbowman Ahdo Telldrive, matched my sprint with one of his own, but he was sprinting directly



toward the demons. The results were predictable but there was no time to dwell on that. Another crossbowman from the Attics and a very stupid wood burner blundered into the tunnel just as I pulled the lever. Suddenly, dramatically, Paddywagon Man's plan finally met fruition.

Pocketball used Earthquake!  
It's super-effective!

There were now only two demons left alive and free in Pocketball, both Brutes of Waste. I ordered the entire military to hunt them down. There was no point leaving them to be someone else's problem now; I wanted to be the overseer who freed Pocketball from demonic thralldom forever. They were certainly strong and dangerous, but I was unconcerned. We now had the advantage of numbers, for the first time. Just as the first Brute went down, my Mareep evolved into a Flaaffy. Clearly, it was as excited as I was. The second Brute was more, well, brutal. It killed the four soldiers who initially arrived as quick as anything, then waited for their reinforcements. TheImmortalRyukan ran into the tunnel and quickly proved mortal. MCreeper and another soldier were next to be laid low. DrewLegend and the Captain of the Guard charged in from another angle, but fared no better. The Brute now saw its way clear into the fortress at large and made a break for it.

Running straight into Champion Beirus, who quickly earned his title. The Brute was suddenly vulnerable, mobbed on all sides by terrified civilians – all of whom, shockingly, survived – and unhelped by its webs now that it was in the open. Though still bruised after being caught in the collapse a couple of days earlier, Beirus suffered no wounds while demolishing the Brute. The only demon left in Pocketball was our imprisoned Snail Fiend, caged in an area I'd been calling the Smoking Section. We were finally free.

And that kind of thinking is exactly why I was caught so by surprise when the time came and Catten the Wereloris (dwarf Catten, not Greninja Catten) turned.

Incidentally, Zefermcdwarfpants avoided death by mere moments, as he was straggling just behind the Brute as it ran up the stairs into the fort. If he had caught up with it sooner, it probably would have treated him the same as it did the others who reached it in time.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **MCreeper** on **September 07, 2017, 05:15:45 am**

Well, damn. It seems i underestimated this demons. It's still better then my previous sucession game, though, when my full steel-plate(masterwork, better then just steel) clad and mythril spear wielding character succesfully avoided ALL fights in my turn, then was killed by a freaking giant grey langur, because it just happened that he had highest diagnosis skill and was unassigned from military. Probably. It's first time i see "I'm panicking!I'm panicking!" line in dwarf fortress EVER. And i'm playing from very late 40.24, dammmit



Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Paddywagon Man** on **September 07, 2017, 10:31:40 am**

Awesome! I had noticed during my reign that despite being our fort's best warrior, Beirus really didn't have any important kills, and Kadol the Crobat had more kills than him by a good margin... glad to finally see him get the action he deserves.

Congrats Maximum Spin, despite the rather difficult starting position I put you in, you finally wiped those demons! The battle was three turns long, and fraught with peril, but Pocketball has emerged triumphant.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **September 07, 2017, 01:29:34 pm**

Heh, now I feel like I have to write a journal, at least to cover the collapse and Brute fight.

I'm thinking of calling it *Float like a Butterfree, Sting like a Beedrill: A Champion's Tale*.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 07, 2017, 10:15:12 pm**

Excerpts from A Million Little Pichus: A Memoir, by Maximum Spin Spatteredgorges

Catten's first victim was his own Greninja, closely followed by a passing human poet. Between the two of them, they maimed him substantially, which may have been what allowed the next to engage, a visiting human scholar who was just on her way to leave Pocketball, to escape, though with severe wounds. I wasn't sure what became of her, but I imagined she probably left to start another werebeast apocalypse somewhere else. With Catten grievously injured, then, it's no surprise that this budding rampage was soon cut short when he tried to attack Imic, an agile and effective axedwarf. Imic dispatched Catten as though by routine, without taking any damage himself.

I was honestly a little disappointed that the abortive rampage ended so quickly. I had been hoping for some excitement to cap off my term, given how dramatic things had been for most of the year. It was gratifying, though, to know that the survivor might come back to make things interesting again later. In the meantime, I returned to my more mundane projects. First, noticing that all our coffins had been filled in the year's chaos, I designated a gorgeous, sprawling new crypt that I unfortunately cannot depict here because my woodcut artist was recently eaten by giant axolotl. Trust me, though, it was great.

Next, I commissioned a new golden statue to be placed in front of the trade depot, continuing the ongoing theme in the surface statues of Paddywagon Man and swalots. In this new image, titled The Dangerous Dance of Danger, a swalot is devouring Paddywagon Man, who looks confused. I offered it to Paddywagon Man as a personal gift of thanks for building the trap I eventually used to conquer the demons.

Finally, just as the last week of my term was winding down, my most glorious project was complete: Muckmud the Silvery Mire of Poison, a temple to Izeg, goddess of Muk, one of Pocketball's more popular deities. It centred around a silver altar and was decorated with silver statues of Grimer, Muk, and Izeg being worshipped by Grimer and Muk. I assigned Taupe, a worshipper of Izeg, as a temple performer upon learning of her adequate, though, rusty, musical skill.

With all the duties I had set for myself complete, it was time to end my term as overseer of Pocketball. When I first took the position, I had only asked Paddywagon Man to support my claim for a year, after which I had agreed to pass it to another, and I had no intention of breaking this promise. Thus, the first chapter of my time in Pocketball ends here.

I think it's fair to say that Pocketball has been maximally spun. The demons spun right out. Here's the save (<http://dffd.bay12games.com/file.php?id=13085>). By the way, the FPS has improved enormously now that the demons are no more, so there shouldn't be any reason we couldn't wring at least a couple more turns out of this fort. Hopefully, the next player will do what I should've done but didn't have time to do, and commission a new statue of Beirus doing something suitable impressive. Beirus is an ardent worshipper of Izeg, so you could even work him into the muk temple design, perhaps with a statue of him praying to her while killing demons or some such thing.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **September 07, 2017, 10:28:47 pm**

Izeg, huh? Seems fitting since I think I still have a My I. Also, has my Alolan Geodude evolved?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 07, 2017, 10:59:09 pm**

Quote from: Beirus on September 07, 2017, 10:28:47 pm  
Izeg, huh? Seems fitting since I think I still have a My I. Also, has my Alolan Geodude evolved?

You do have a Muk (if my ability to understand typos isn't failing me), but you don't seem to have any geopersons. Look, I tried keeping track of all the deaths, but it turns out when you let demons into the fort there are a *lot* of deaths. :P There is an Alolan Graveler, though, that you could pretend was yours all along, and a whole pile of Geodudes (Alolan and otherwise) hanging around. You'll have to ask the next player for that, of course. Could have a whole team of Geodudes to follow you around pretending to be a rock wall so you can burst through it like the Kool-Aid man.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **melkor** on **September 09, 2017, 04:09:37 am**

I downloaded the save. Expect a update later this night

edit: i don't want to double post so il edit.

1st Granite 59 melkor's log  
One day I was just happily playing with my puzzle box  
Spoiler (click to show/hide)



When suddenly I found a little badge in the pile of junk we call a stockpile. It was a overseer badge so this obviously makes me the overseer now. So I quickly go to the current overseer waved my badge around and proclaim that I am now the overseer. And he agreed! So now I am sitting on the big overseer chair..  
Spoiler (click to show/hide)





I am not sure what to do now but let’s see what is happening in my little home.

Spoiler (click to show/hide)



What?! They are replaying the battle that happened just a few days ago, I want to play make believe to!  
They are even using the body parts and the weapons not fair! But I am the overseer now so I need to help the entire fort.



Spoiler (click to show/hide)

Sibrek Ducingamil, Ghostly Stonecrafter  
"Sibrek Worktrust"  
xδx

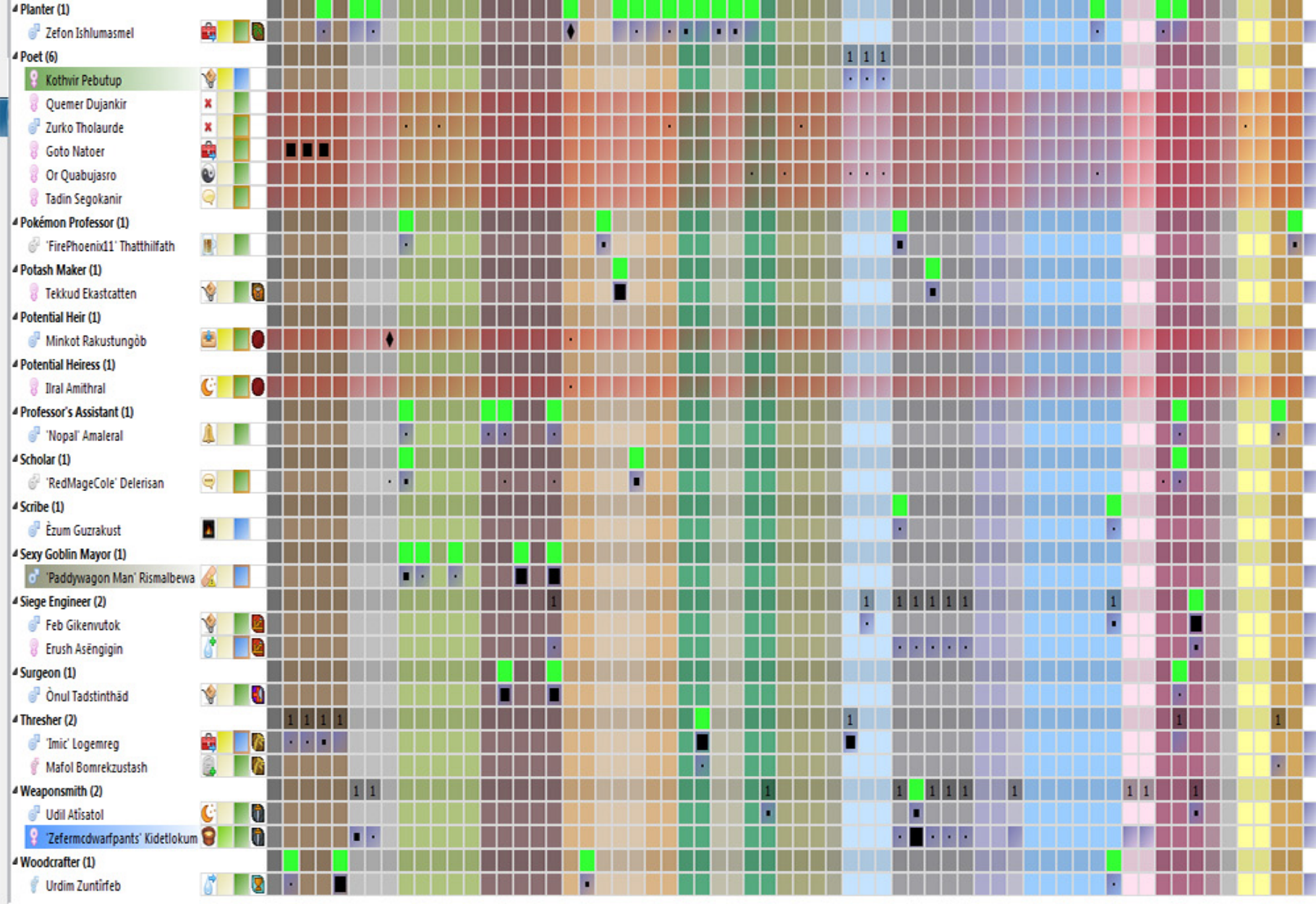
although it does seem to bother a poor Galvantula who is missing 2 legs so that is not nice, I will have to get more badges to get that Pokemon under control.

The fort is very confusing though lots of corridors and workshops spread around. And everybody kinda just does what they want.

Spoiler (click to show/hide)

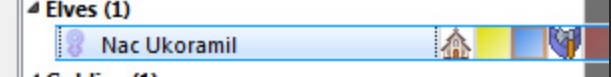
[illegible]





So that's the first thing ill change an..wait WHAT IS THAT!!

[Spoiler](#) (click to show/hide)



WE ALLOWED A ELF TO LIVE HERE. Daddy always told me story's about how they eat you if you don't eat your veggies. Elves always hid under my bed, but daddy and mommy would always scare them away. I don't think anybody knows so that must be one of those elf spies mommy talks about. I know what to do with that elf, But first. I need to clean up all the died people, blood is good and all but we shouldn't let corpses rot away and that won't be easy since we all projectile vomit when we go outside.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**

Post by: **melkor** on **September 10, 2017, 09:13:42 am**

have to double post anyway

Melkor's log 7th granite

[Spoiler](#) (click to show/hide)

**A eelektrik have hatched.**

Aaah so cute. I was called over to was as a eelektrik was hatching. It was soooo cute.

Melkor's log 10th granite

ELVES THEY HAVE COME. I am so scared I don't know what to do. Mommy and daddy would know what to do, but I am the overseer I have to make this decision on my own. I am told that somebody called a broker knows what to do with them so I have ordered him to meet them. While I stay safe on this throne. I wanted to help but people said that a leader must stay behind so I did.

Melkor's log 26th granite

I was told that fire was destroying buildings

[Spoiler](#) (click to show/hide)



I don't get way that is so strange because we are using magma to power the furnace so I don't get it, but il send the militia to clean it up.

Melkor's log 5th slate

Some more people showed up but I don't like them because they said mean things about our home.

[Spoiler](#) (click to show/hide)

**Some migrants have decided to brave this terrifying place, knowing it may be their tomb.**



but I do need to write down how many they are so I geuss i do that.  
They are 10 more so now we have 86 people 19 are children like me 67 are adult but from those 13 are non dwarf's so we have....  
54? people that can work.

Melkor's log 8th slate  
Somebody was very upset today  
Spoiler (click to show/hide)

```
Bēmbul Momuzlilum, hauler cancels Store Item in Stockpile: Horrified. Bēmbul Momuzlilum, "Bēmbul Cryphtoisted", hauler

"How can someone be so consumed by hate?"

Within the last season, he didn't feel anything after seeing a wraith of soot die. He didn't feel anything after seeing a galvautula die. He was horrified after seeing Edēm Vaultphantoms die. He was horrified after seeing 'Lord Ilenopie' Figueoail die. He was horrified after seeing Likot Postsold die. He didn't feel anything after seeing a crobat die. He was horrified after seeing Zasit Heavenuakes die. He was horrified after seeing Sākzul Rampartguards die. He was horrified after seeing 'Taupe' Caverazor die. He was horrified after seeing the human Joddo Leaguedied die. He was horrified after seeing Mōrul Lightgear die. He was horrified after seeing the kite fiend Siegenut the Livid Boot die. He was horrified after seeing ēzum Helpedlancer die. He didn't feel anything after seeing the snail fiend Belchburial the Stench of Juices die. He was interested near a completely sublime Paved Road. He didn't feel anything after seeing a sceptile die.
He is a worshipper of Deler and a worshipper of Aouz.
He is a citizen of The Scholarly Rats. He is a member of The Awe-inspiring Bulb. He arrived at Rēthiban on the 5th of Slate in the year 59.
He has the appearance of somebody that is eighty-eight years old and is one of the first of his kind.
His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is braided. His very long hair is braided. He has a very round chin. His ears have nearly fused lobes. His slightly low eyebrows are quite sparse. His dark brown skin is wrinkled. His nose bridge is slightly convex. His hair is amber with flecks of gray. His eyes are gold.
```

I was told not to talk to him though.

Melkor's log 12th slate  
A big scary beast was seen  
Spoiler (click to show/hide)

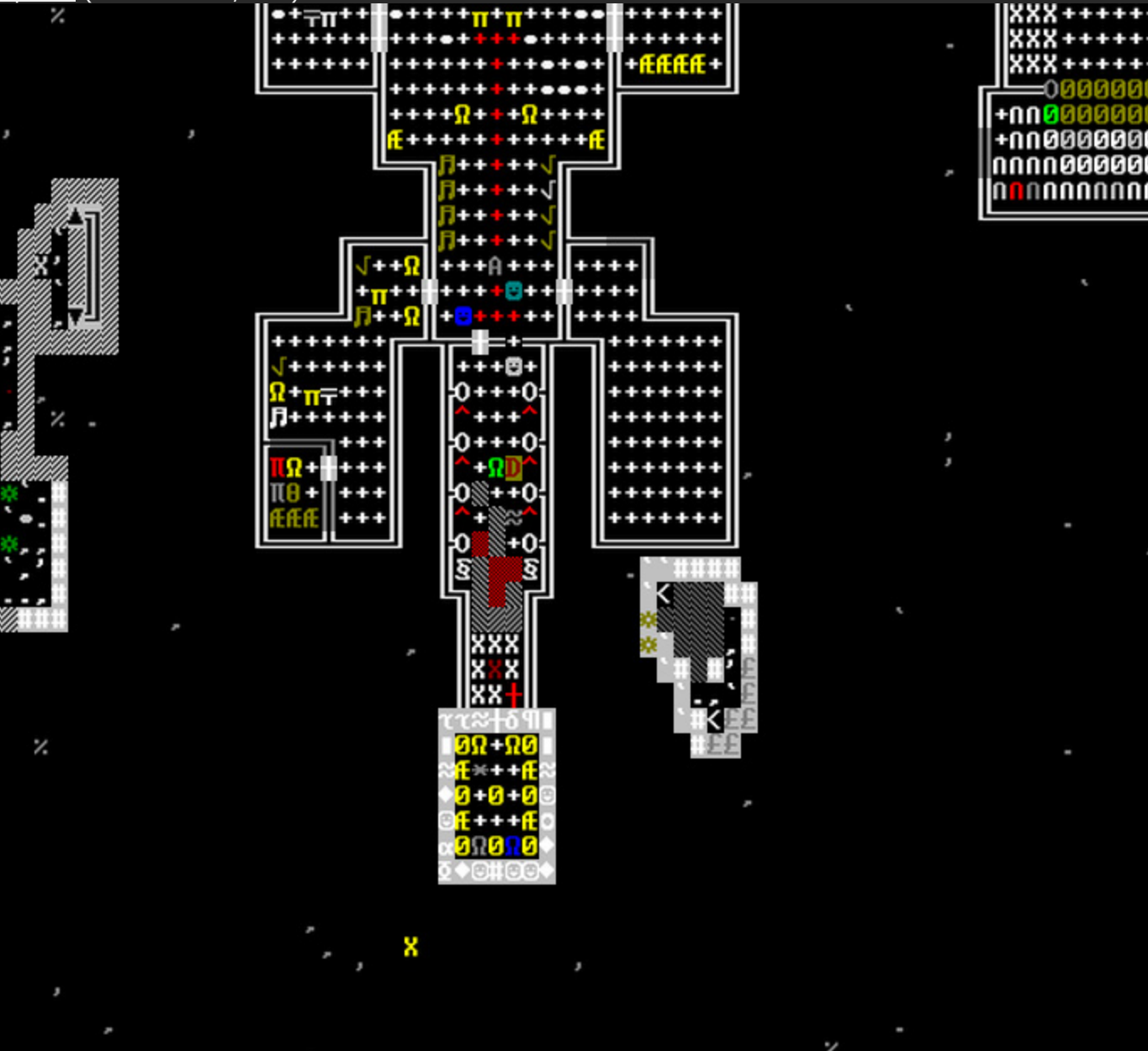
```
The Forgotten Beast Iño Kulur Siga has come! A gigantic scaly scarab beetle. It has a curling trunk and it is slaving. Its rose taupe scales are large and close-set. Beware its fire!
```

Melkor's log 28th slate  
People are starting to panic. I don't know why, something is going on at the magma furnaces

```
Spoiler (click to show/hide)
Digging designation cancelled: damp stone located.
Kothvir Pebutup, armor cancels Pickup Equipment: Dangerous terrain.
Minkot Likotudz, Mawile <Tame> has been found dead.
Digging designation cancelled: damp stone located.
Monom Adilamkol, Dwarven Child cancels Eat: Interrupted by a flare specter.
Kothvir Pebutup, armor has been found dead.
Erush Asēngigin, Onixes cancels Pickup Equipment: Interrupted by a flare specter.
Urvad Likotzoluth, Onixes cancels Pickup Equipment: Interrupted by a flare specter.
Erush Asēngigin, Onixes cancels Store Item in Bin: Interrupted by a flare specter.
Cerol Avuztashem, Litwick <Tame> has been found dead.
```

The soldiers have been busy collecting there equipment so they haven't fought wherever is there yet.

Melkor's log 7th felsites  
The fire demons have reached the throne room  
Spoiler (click to show/hide)



One of the fire demons was killed by a emboar and he killed another then the last one was killed by a samurott. So no more bad demons.  
Somebody however did change the number of people we have. Did some leave because the where afraid? We now have 71 people living here.

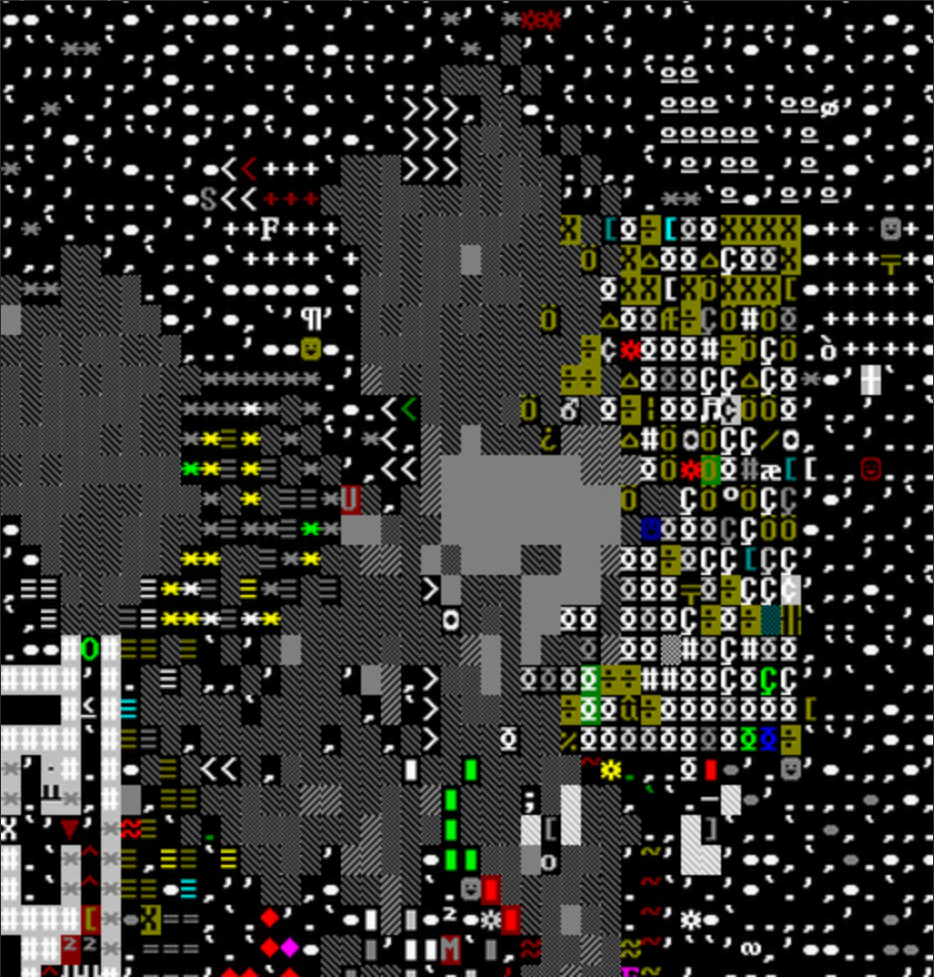
```
Spoiler (click to show/hide)
Urvad Likotzoluth, Onixes has been found dead.
Nac Ukoramil, Elf Axe Lord has been found dead.
'Zefermcdwarfpants' Kidetlokum, Onixes has been found dead.
Zulban Durfikod, Weedle has been found dead.
Zefon Ishlumasmel, farmer has been found dead.
'Fluffe9911' Libadatīs, clothier has been found dead.
```

But while we where busy with the demons the FB got into the stockpile area.  
Spoiler (click to show/hide)





There is fire everywhere and people are dying, fire is being thrown around, people are being thrown around. What is happening?  
[Spoiler](#) (click to show/hide)



A mamoswine killed it, it's finally death  
[Spoiler](#) (click to show/hide)

```
first leg, tearing the muscle!
Ice crumbles over the right first leg!
The forgotten beast breathes fire!
The forgotten beast misses the stray mamoswine!
The stray mamoswine uses Take Down on the forgotten beast in the trunk,
shattering the chitin!
The force twists the head and the part splits in gore!
An artery has been opened by the attack, a ligament has been torn and a
tendon has been torn!
```

There are only 44 people alive now and a lot of people are wounded.

Melkor's log 2nd hematite  
Its summer usually I am happy about that but not this time. We are leaving the fort is too dangerous to stay and with all the people dead we can't keep the fort running.  
I have failed you mom and dad.  
[Spoiler](#) (click to show/hide)

Relationships of the Dwarven child 'melkor' Likotzithis			
Catten èrithukosh, Bone Carver		Mother	
Eshtân Egaratîs, Papermaker		Father	
Catten èrithukosh, "Catten Laboreddearth", Bone Carver		Eshtân Egaratîs, "Eshtân Oldstakes", Papermaker	
Holdings: Grave		Holdings: Grave	
This is the resting place of Catten èrithukosh, Bone Carver.		This is the resting place of Eshtân Egaratîs, Papermaker.	

[/img]

so yeah it took me 3 months to kill the fort and all i had to do was not knowing where a the openings to the fort are. i also enlisted the entire pop to tray and kill the FB.  
in the save is the abandoned and the non abandoned save.  
save (<http://dffd.bay12games.com/file.php?id=13089>)

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Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **September 10, 2017, 12:44:20 pm**

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All these recent updates were really fun to read.  
First Maximum Spin declares victory against demons and then in a post-demonwar Pocketball we see Lil Morgoth dealing with the circus faction survivors and a new FB.  
Nice updates, guys.

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Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 10, 2017, 11:02:35 pm**

---

Was gonna be pretty upset a child killed the fort until I remembered we were going to kill it anyway. This oughta be fun to write about in the next fortress. What should we call our next fort? I was thinking a non-standard Greatball fort, but it's up to you guys. And again, I'll

start a new, smaller fort with a lower cap on dwarves to avoid FPS death.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 11, 2017, 08:19:58 pm**

Quote from: RedMageCole on September 10, 2017, 11:02:35 pm  
Was gonna be pretty upset a child killed the fort until I remembered we were going to kill it anyway. This oughta be fun to write about in the next fortress. What should we call our next fort? I was thinking a non-standard Greatball fort, but it's up to you guys. And again, I'll start a new, smaller fort with a lower cap on dwarves to avoid FPS death.

Like I said, we probably don't need to take any drastic measures to deal with the FPS, since it improved dramatically once the demons were killed - it was probably just this demon pathing bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1340>) and won't be a problem until we do that again.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Nopal** on **September 11, 2017, 09:36:08 pm**

Oh shit. My bad, I've been usin' my Pressure ability in Cole for a new small pokemon fort.  
:-[ :-[ :-[

Quote from: RedMageCole on September 10, 2017, 11:02:35 pm  
What should we call our next fort? I was thinking a non-standard Greatball fort...

~~I don't like Greatball (item) It's just a fucking waste of money. Jumpin' directly to the Ultraball is better~~  
I was thinking in Iron-Cages or ~~Iron-Maiden~~ Iron-Heads or something like that.  
Iron is a valid word in fort namin'? If not I think some metallic badass name would be cool.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Beirus** on **September 11, 2017, 09:42:34 pm**

Aww, I never even got a Tyranitar. Guess that'll be a goal for the new fort. Did my dwarf survive? Did I get anymore kills?

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 12, 2017, 08:14:01 am**

Quote from: RedMageCole on September 10, 2017, 11:02:35 pm  
What should we call our next fort? I was thinking a non-standard Greatball fort...

Quote from: Nopal on September 11, 2017, 09:36:08 pm  
I think some metallic badass name would be cool.

This is the second generation of Pocketball, yes? Welcome to GOLDSILVER.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 13, 2017, 10:36:19 pm**

Quote from: Maximum Spin on September 12, 2017, 08:14:01 am  
Quote from: RedMageCole on September 10, 2017, 11:02:35 pm  
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Quote from: Nopal on September 11, 2017, 09:36:08 pm  
I think some metallic badass name would be cool.

This is the second generation of Pocketball, yes? Welcome to GOLDSILVER.

Genius.

And we can still move to a smaller fort; I did 3x3 here, maybe we could do 2x2? And again, we can still do a lower population cap if we wanna try to go for the long haul.

Oh, and another thing I'm gonna do; I'm gonna try and see if I can poke around in the raws and make it so that everything is Pokemon-based so we don't end up with giant badger megabeasts anymore. Unless people enjoyed the amusing strange animals.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **FirePhoenix11** on **September 13, 2017, 11:29:05 pm**

Quote from: RedMageCole on September 13, 2017, 10:36:19 pm  
Oh, and another thing I'm gonna do; I'm gonna try and see if I can poke around in the raws and make it so that everything is Pokemon-based so we don't end up with giant badger megabeasts anymore. Unless people enjoyed the amusing strange animals.

Just do a world with advanced parameters and set demons, titans etc to 0 (FB's cannot be disabled as far as I know).

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Maximum Spin** on **September 13, 2017, 11:53:31 pm**

It would probably be pretty tedious, but it's definitely possible to change the generated raws in world.sav with a hex editor. Should be able to solve the problem any way you want. That said, I'll never not love that line about Pokémon 803 being "Badger".

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **Bearskie** on **September 14, 2017, 04:16:10 am**

See how DF from scratch disabled random creatures by modding the body\_rcp file.

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 14, 2017, 10:16:19 am**

Quote from: FirePhoenix11 on September 13, 2017, 11:29:05 pm  
Quote from: RedMageCole on September 13, 2017, 10:36:19 pm  
Oh, and another thing I'm gonna do; I'm gonna try and see if I can poke around in the raws and make it so that everything is Pokemon-based so we don't end up with giant badger megabeasts anymore. Unless people enjoyed the amusing strange animals.  
Just do a world with advanced parameters and set demons, titans etc to 0 (FB's cannot be disabled as far as I know).

Aw, but that's like... no !!FUN!!. :(

I think we'll just stick to the random, occasional non-Pokemon Pokemon. I'll have fun making Pokedex entries for them as well.

When I get home, I'll see if I can start a new save!

Title: **Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
Post by: **RedMageCole** on **September 14, 2017, 03:33:25 pm**



Got everything set up; are there any concerns before we start? Like, do we want to wait until Phoenix finishes 1.1, or are we good with the beta?

And also, if you guys have confidence in Toady and Phoenix, should we go as far as to wait for the next version of DF?

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: Nopal on September 14, 2017, 04:41:01 pm**

Quote from: RedMageCole on September 14, 2017, 03:33:25 pm

Got everything set up; are there any concerns before we start? Like, do we want to wait until Phoenix finishes 1.1, or are we good with the beta?

And also, if you guys have confidence in Toady and Phoenix, should we go as far as to wait for the next version of DF?

But the new DF version would probably take even more time after release to get stable and then we'll have to wait till Phoenix Eleven get the mod working in the new version.  
This is up to you of course. I also would like to ask 'bout the new world size and request an early turn in the fort if possible.

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: FirePhoenix11 on September 14, 2017, 07:01:55 pm**

Quote from: RedMageCole on September 14, 2017, 03:33:25 pm

Got everything set up; are there any concerns before we start? Like, do we want to wait until Phoenix finishes 1.1, or are we good with the beta?

With the current pace I'm going at, it would be around 3-4 weeks until 1.1 is completed. I'd say wait, because the beta is going through quite a few changes, and there's been some interesting bugs. But at least, maybe wait a few days for the next version of the beta? There's some changes that you'd might like to have (like being able to see what Pokemon won't be affected by the evolution chamber).

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: RedMageCole on September 14, 2017, 07:17:43 pm**

Quote from: FirePhoenix11 on September 14, 2017, 07:01:55 pm

Quote from: RedMageCole on September 14, 2017, 03:33:25 pm

Got everything set up; are there any concerns before we start? Like, do we want to wait until Phoenix finishes 1.1, or are we good with the beta?

With the current pace I'm going at, it would be around 3-4 weeks until 1.1 is completed. I'd say wait, because the beta is going through quite a few changes, and there's been some interesting bugs. But at least, maybe wait a few days for the next version of the beta? There's some changes that you'd might like to have (like being able to see what Pokemon won't be affected by the evolution chamber).

3-4 weeks doesn't sound too bad! It's up to you guys though; I'm fine with either, but a completed 1.1 sounds nice. At the same time, we can get a head start if we just did the beta.

And I can gladly give you the second turn, Nopal! I'll probably generate a... small world, just to save FPS? But again, it's up to you guys.

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: Maximum Spin on September 14, 2017, 08:44:50 pm**

Quote from: RedMageCole on September 14, 2017, 07:17:43 pm

3-4 weeks doesn't sound too bad!

Agreed; I vote for waiting. And, needless to say, I'm going to want a turn.

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: MCreeper on September 15, 2017, 03:13:13 am**

If it will be artifact versin already, i'm probably taking a turn too.

**Title: Re: The World of Dwarvemon - Succession Fortress of Pocketball (PLAYERS NEEDED!)**  
**Post by: RedMageCole on September 16, 2017, 03:54:25 pm**

Quote from: MCreeper on September 15, 2017, 03:13:13 am

If it will be artifact versin already, i'm probably taking a turn too.

If everyone says we're doing it on the next Dwarvemon edition, we're doing it on the next Dwarvemon edition.

**Title: Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
**Post by: Paddywagon Man on September 20, 2017, 10:47:09 am**

Okay, let me be the first to ask... why the new title?

And why all the hate on the objective best Psychic-type?

**Title: Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
**Post by: Maximum Spin on September 20, 2017, 03:18:06 pm**

Quote from: Paddywagon Man on September 20, 2017, 10:47:09 am

Okay, let me be the first to ask... why the new title?

And why all the hate on the objective best Psychic-type?

You know, playing Pocketball inspired me to pull out my DS and my game of Diamond. I've been loving watching my Murkrow take the absolute piss out of wild Mr. Mimes literally twenty levels higher on the route west of Sunyshore. :P

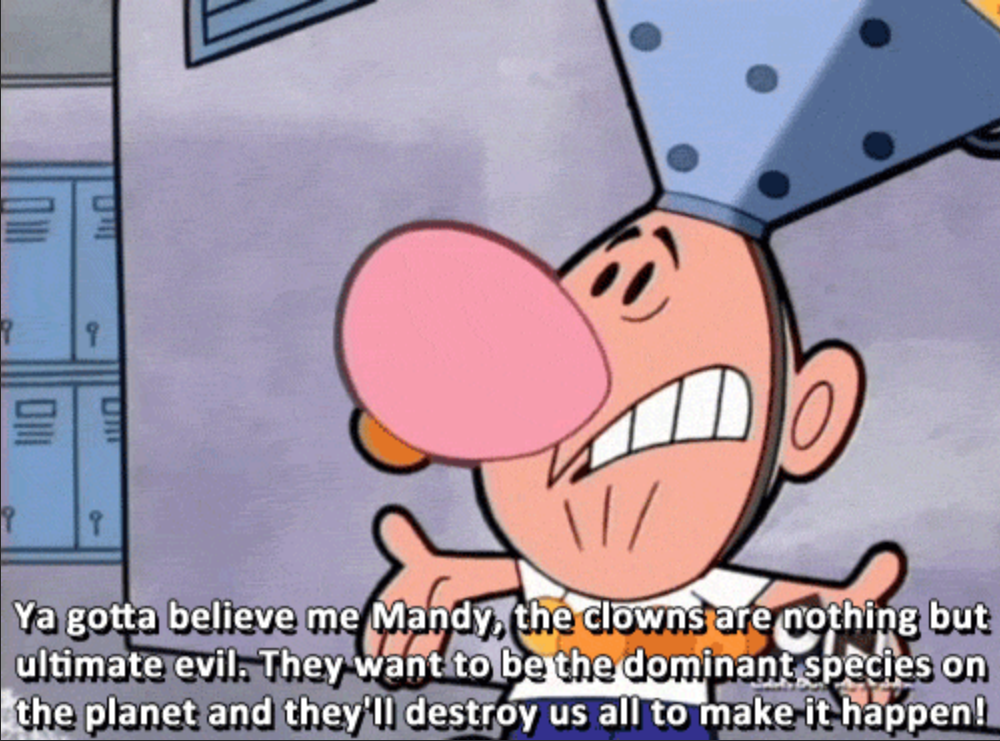
**Title: Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
**Post by: RedMageCole on September 20, 2017, 08:03:58 pm**

Quote from: Paddywagon Man on September 20, 2017, 10:47:09 am

Okay, let me be the first to ask... why the new title?

And why all the hate on the objective best Psychic-type?





Title: **Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **September 30, 2017, 10:54:27 pm**

As Version 1.1 slowly creeps closer to being finished, I wanna ask; what kind of embark do you guys want to aim for in Goldsilver? Do we want something standard and vanilla like in Pocketball or do we wanna go extreme, fighting freezing/scorching temperatures or evil areas or both?

Title: **Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
Post by: **FirePhoenix11** on **October 01, 2017, 12:18:21 am**

Quote from: RedMageCole on September 30, 2017, 10:54:27 pm  
As Version 1.1 slowly creeps closer to being finished, I wanna ask; what kind of embark do you guys want to aim for in Goldsilver? Do we want something standard and vanilla like in Pocketball or do we wanna go extreme, fighting freezing/scorching temperatures or evil areas or both?

A good mix of biomes would be nice, there would be a variety of Pokemon roaming around to catch. It would also be interesting to try an evil area, since they are made more habitable with Pokemon now. No more instant Shadow Pokemon, just clouds of Shadow mist that will transform them.

Also, it's almost ready for release. Just gotta test some stuff first. If everything's fine it should be releasing tomorrow.

Title: **Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
Post by: **Maximum Spin** on **October 01, 2017, 01:18:44 am**

I agree with FP11 completely. I personally prefer embarking on part-evil areas always.

Title: **Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
Post by: **Paddywagon Man** on **October 01, 2017, 02:29:49 pm**

Grasslands are nice for FPS, simple pathing. Although they can be a bit boring as well.

And I second (third?) the evil biome thing, sounds like a blast.

Title: **Re: Mr. Mimes Suck Immensely - Succession Fortress of Pocketball**  
Post by: **RedMageCole** on **October 01, 2017, 10:41:37 pm**

Strap in, boys! We're all going to die in Goldsilver! (<http://www.bay12forums.com/smf/index.php?topic=167675.0>)